

The OFFICIAL Player's Guide from the pros at

NINTENDO  
POWER







**THE OFFICIAL  
NINTENDO PLAYER'S GUIDE**

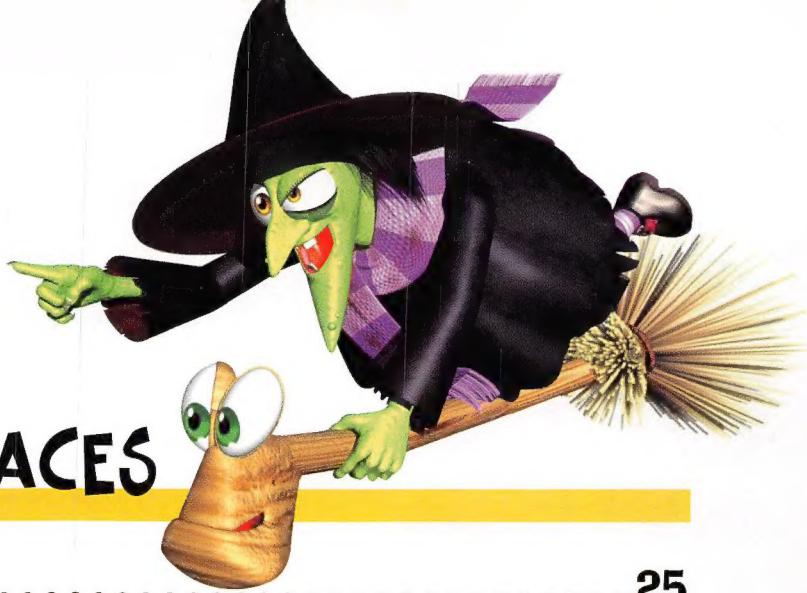
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# A BEAR OF



ALL I WANT IS TO POSSESS THE MOST BEAUTY, BUT I HEAR THAT I'M RIValed BY A BEAR CUB NAMED TOOTY, SO I'LL HOP ON MY BROOM AND FLY DOWN FROM MY LAIR. THEN I'LL SWEEP THROUGH HER TOWN TO KIDNAP THE BEAR. WITH HER IN MY CLUTCHES, I'LL MAGICALLY SWIPE HER APPEAL. IN MY MAKEOVER MACHINE, HER GOOD LOOKS I WILL STEAL. AND SOON I'LL BECOME PRETTY, DAINTY, AND ETHEREAL. GOODBYE GREEN, WARTY FACE. HELLO, SUPERMODEL MATERIAL!



I TOLD MY BIG BROTHER THAT I WANTED TO LOOK FOR ADVENTURE, BUT I DIDN'T KNOW THAT ADVENTURE WAS LOOKING FOR ME. THAT NASTY OLD WITCH, GRUNTILDA, HAS KIDNAPPED ME AND STUCK ME IN HER ICKY MACHINE. IT'S COLD AND SMELLY IN HERE! SHE SAID SOMETHING ABOUT USING ME TO MAKE HER LOOK BEAUTIFUL, BUT I'M CERTAINLY NOT GOING TO HELP A BIG, GREEN BOOGER LIKE HER. WHEN I GET OUT OF HERE, I'M GOING TO TEACH HER A LESSON!



OOO-OOO! BANJO! GRUNTILDA HAS TAKEN TOOTY OFF TO HER LAIR! IF MY EYESIGHT WEREN'T SO BAD, I'D HELP YOU RESCUE TOOTY MYSELF. YOU'LL HAVE TO SETTLE FOR KAZOOIE AS YOUR PARTNER, INSTEAD. DON'T WORRY, THOUGH; I'LL TEACH YOU EVERYTHING YOU'LL NEED TO KNOW TO SAVE YOUR SISTER FROM THE WITCH'S CLUTCHES. I JUST HOPE FEATHER HEAD OVER THERE WILL BE UP TO THE JOB!

# A TALE!

**BREE-BREE!** WATCH WHAT YOU SAY, GOGLE BOY, BANJO AND I—BANJO, WAKE UP!—ARE UP TO THE TASK, RIGHT BANJO? BANJO, GET UP! ANYWAY, JUST YOU WATCH, WORM BREATH, WHO NEEDS YOUR HELP? WE'LL FIND OUR WAY THROUGH GRUNTILDA'S LAIR ON OUR OWN, THANK YOU VERY MUCH. NO, WE DON'T CARE THAT THERE ARE NINE WORLDS IN THE WITCH'S HIDEY-HOLE. HA-HA! WE LAUGH IN THE FACE OF DANGER, DON'T WE, BANJO? BANJO! WILL YOU GET OUT OF BED ALREADY! HOW DO YOU EXPECT TO SAVE YOUR SISTER IF YOU'RE GOING TO HIBERNATE FOR THE REST OF THE YEAR!



**YUH-HUH?** MY SISTER? WHY DIDN'T YOU SAY SO IN THE FIRST PLACE, KAZOOIE? IF WE DON'T RESCUE TOOTY, SHE'LL END UP AS GREEN AND GRUNGY AS THE OLD WITCH. HECK, GRUNTILDA WOULDN'T STOP WITH TOOTY, EITHER. WHAT'S WORSE, SHE'D PROBABLY TRY TO STEAL MY BRAWNY GOOD LOOKS, TOO, YUH-HUH! HERE, KAZOOIE, WHY DON'T YOU GET INTO THIS BACKPACK. WE'LL GET GOING AS SOON AS I FIGURE OUT HOW WE'RE GOING TO GET INTO GRUNTILDA'S LAIR. WELL, DOESN'T BOTTLES KNOW SOMETHING ABOUT IT? OF COURSE I TRUST YOU, PAL, BUT BOTTLES WOULD PROBABLY BE A BIG HELP, YUH-HUH. WE'LL STOP BY HIS MOLEHILL FOR A SECOND, BUT FIRST, I AM KIND OF HUNGRY AFTER MY NAP...OK, WE'RE GOING, WE'RE GOING!

# CAST OF CHARACTERS

A huge cast of characters populates Banjo-Kazooie, and figuring out who can help in the quest for Jiggys can be a puzzling task. With this who's who, the jig will be up, as the story's missing pieces fall into place.



## TOOTY

As far as the animal kingdom goes, Tooty is considered quite a looker. Unbearably cute and peppy, Banjo's sister will become the target of a jealous witch who desires the bear's beauty. If Banjo and Kazooie don't save her, Tooty may never see her brother or her honey-loving face again!

## KAZOOIE

Don't call her chicken, because this Red-crested Breegull will brave the same dangers as Banjo, and her smart-beaked wisecracks will make any naysayer look like a turkey. Though she's cooped up in Banjo's backpack, she'll often spread her wings to help him fend off enemies and reach places no bear has ever been before.

## BANJO

Lazy, but ready to fight and lend a helping paw, Banjo is the polite bear who, unlike Kazooie, won't get on anyone's back. Perhaps it's his easygoing nature



that will lead others to dismiss him as being a tad bit oafish, but Banjo will quickly prove them wrong with his resourcefulness, persistence and selfless heroism. At times Banjo's partnership with the bird will seem like an odd coupling, but no matter how many times he'll want to wring Kazooie's neck, the pugnacious bear will know they'll need each other to survive.

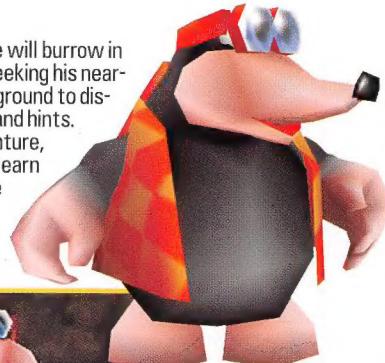


# THE DEN OF FRIENDS

Banjo and Kazooie won't be alone on their quest. As they explore the witch's lair and the nine worlds, they'll find help from a near-sighted mole, a skull-headed shaman, and a goody-goody gossip.

## BOTTLES

The bespectacled mole will burrow in and out of the game, peeking his near-sighted head from the ground to dispense valuable advice and hints. Throughout their adventure, Banjo and Kazooie will learn special moves from the mole whose words of wisdom far exceed his ability to see.



## BRENTILDA



For every evil witch, there has to be a good witch sister. Brentilda fits that bill, and, nicely enough, she'll replenish Banjo's health meter and reveal insight into sister Grunty's nasty habits and personal life. Be sure to take notes on what she tells you, because you'll be tested on it later. No, really.



## MUMBO JUMBO

A skull-faced shaman, Mumbo Jumbo is a powerful witch doctor whose spells will help Banjo reach places that only a termite, crocodile, walrus, jack-o'-lantern, or bee could. In exchange for Mumbo Tokens, the good doctor will cast his transformation spells on Banjo.



## GRUNTILDA

Rude, lewd, and not what you'd call easy on the eyes, ghastly Gruntilda will swoop down from her mountain hideaway to capture the fairest of

them all, Tooty. In the witch's lab, Grunty has concocted a machine that will swap her haggish mug with Tooty's cubby cuteness. Literally green with envy, Gruntilda's desire to be beautiful will be what starts the whole adventure.



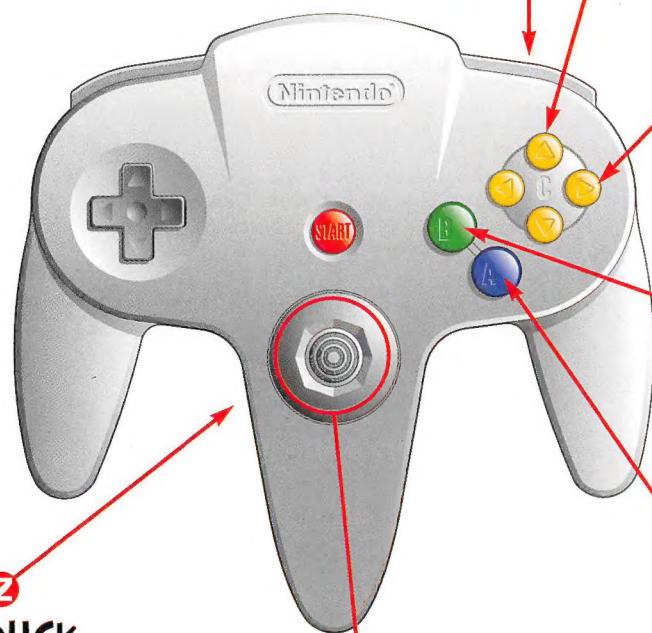
# THE BEAR ESSENTIALS

Banjo-Kazooie features plenty of complex moves, but you'll never figure them out unless you've mastered the basics that serve as the foundation for the game's advanced maneuvers. Get to know the bear-bone essentials of controlling your bear and bird with this quick overview.

## BASIC CONTROLS

### OVER-THE-SHOULDER VIEW

The camera will automatically rove around the scene, but it may not all always be positioned at the most helpful angle. To station the camera directly behind Banjo, hit the R Button.



### Z DUCK

Though not an effective defensive maneuver, ducking by hitting the Z Button will help Banjo get into position for more advanced moves.



### WALK

Banjo won't get anywhere without some help from the Control Stick. Move it to make him walk, but keep in mind that how he responds will depend on the placement of the camera.



### ZOOM

To zoom the camera in or out, use the top and bottom C Buttons. By pressing the bottom C Button, you can pull the camera out to two different distances. By tapping the top C Button, the camera will switch to a first-person (or first-bear) perspective. With this view, you can use the Control Stick to look around, but it won't make Banjo walk.



### PAN

To pan the camera from side to side, hit the left or right C Buttons. If you repeatedly press one of them, Banjo will appear in the middle of the screen while the camera will rotate around him.



### PUNCH

By pressing the B Button when Banjo is stationary or moving slowly, you'll make Banjo punch. One tuch will make him throw a left-right-left while sending him a few steps forward.



### JUMP

Many of Banjo's special moves require him to catch a little air first. Pressing the A Button will do just that by making the bear jump.



# CONTROLLER COMBINATIONS



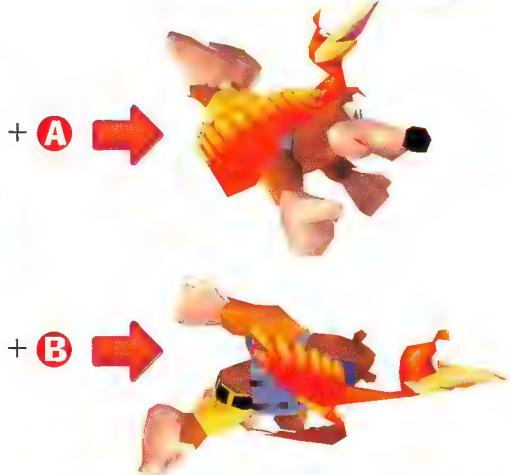
Banjo and Kazooie aren't limited to just simple moves like walking and jumping. Throughout their adventure, Bottles will teach them new moves that often will combine two button moves. Whenever you come across a molehill, press the B Button to call on Bottles. When he rears his head, he'll most likely teach you a new Controller technique.



In water, the Controller will command new functions. When Banjo's head is above the surface, the A Button will still make him jump, but once he's underwater, it will make him paddle.



By pressing the B Button when Banjo is in water, you'll make the bear dive. Below the surface, the A and B Buttons will then control different swimming strokes.



## BASIC MOVES

### ON LAND:

|                  |   |               |   |                |
|------------------|---|---------------|---|----------------|
| <b>A</b><br>JUMP | + | <b>A</b><br>A | = | DOUBLE JUMP    |
|                  | + | <b>B</b><br>B | = | RAT-A-TAT RAP  |
| <b>Z</b><br>DUCK | + | <b>A</b><br>A | = | FLAP FLIP JUMP |
|                  | + | <b>B</b><br>B | = | BEAK BARGE     |
| <b>○</b><br>WALK | + | <b>B</b><br>B | = | FORWARD ROLL   |

|                                  |   |                  |   |  |
|----------------------------------|---|------------------|---|--|
| <b>△</b><br>FIRST-PERSON<br>VIEW | → | <b>○</b><br>LOOK | = |  |
| <b>B</b><br>PUNCH                |   | <b>○</b><br>PAN  | = |  |
|                                  |   | <b>△</b><br>ZOOM | = |  |

### IN WATER:

|                  |   |               |   |             |
|------------------|---|---------------|---|-------------|
| <b>B</b><br>DIVE | → | <b>A</b><br>A | = | BEAR KICK   |
|                  | → | <b>B</b><br>B | = | WING STROKE |

### NEAR A TREE OR A POLE:

|                              |   |   |       |
|------------------------------|---|---|-------|
| <b>A</b><br>JUMP AND<br>GRAB | ○ | = | CLIMB |
|------------------------------|---|---|-------|



BANJO-KAZOOIE

# Mountains of Moves

Your bird and bear team up to perform some amazing moves in Banjo-Kazooie. Knowing the right move is often the key to finding a Jiggy or defeating an enemy. Bottles teaches you each move when and where it's necessary. Learn them well.

## JUMPS

A

Who says Honey bears can't jump? Press the A Button once to make Banjo spring into the air. When he's up there, you can press A again to get a double jump, also known as the Feathery Flap because Kazooie pumps her wings to keep you aloft for a short time. You won't gain much altitude with the Flap, but you will gain distance.



## Mumbo's Mountain

## BEAK BUSTER

A + Z

One of the most powerful attacks in the game is Kazooie's mighty Beak Buster. This slam move begins with a jump. Then, once you're in the air over the thing that you want to bust, just push the Z Button.

Kazooie will immediately spear straight downward with incredible force. You can also use the Beak Buster to stop in midair while flying.



## Mumbo's Mountain

## TALON TROT

Z + ▶

Sometimes, it's a good idea to let Kazooie stretch her legs. The Talon Trot lets you cover ground quickly as well as run up many steep hillsides and other sloped surfaces. Bottles teaches this move in Mumbo's Mountain near the circle of stone monoliths. You'll find that the Talon Trot is particularly useful when you're escaping or trying to get around on ice.



## Spiral Mountain

## BEAK BARGE

Z + B

Perfect for powering through armored enemies and locked doors, the Beak Barge is one of Kazooie's special attacks. You begin this fierce jab by holding the Z Button and pushing the B Button. But the real trick to this move is to aim straight at your target before barging in. In some cases, like when you're fighting the Flibbit in Bubble Gloop Swamp, timing is critical.



Mumbo's Mountain

## FIRING EGGS FORWARD



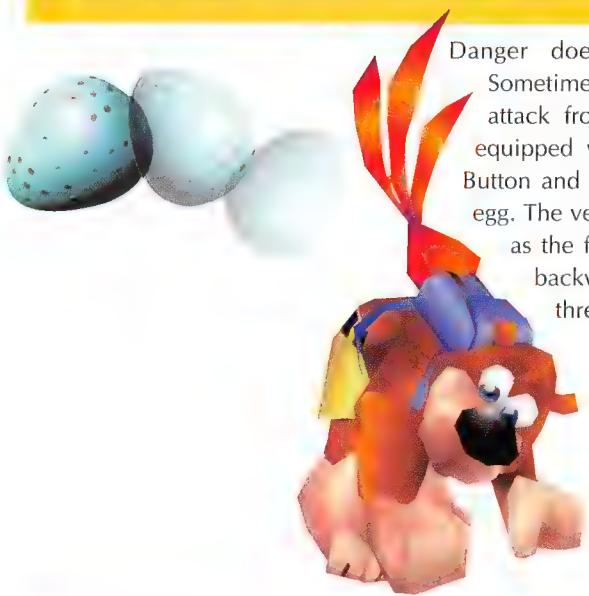
The only long-distance attack in the game is up to Kazooie and her supply of hard-shelled eggs. Begin the forward shot by holding the Z Button, then launch the egg by pushing the top C Button. For the best results, you should take aim before pushing the Z Button. You'll also need a supply of eggs. You'll find Kazooie's eggs in all areas of the game. You can carry up to 100 of them.

Z + ▲



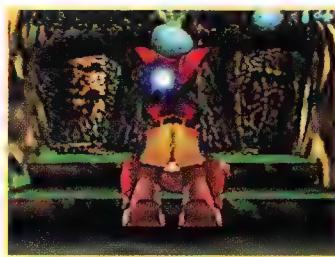
Mumbo's Mountain

## FIRING EGGS BACKWARD



Danger doesn't always present itself head-on. Sometimes, a bird must defend herself from an attack from the rear. In such cases, Kazooie is equipped with a backward egg shot. Hold the Z Button and push the down C Button to plop out an egg. The velocity of this shot is nowhere near as fast as the forward shot. In addition to defense, this backward egging can help our pair in less threatening situations.

Z + ▽



Clanker's Cavern

## WONDERWING

Z + ▶

The amazing Wonderwing protects both bear and bird against attack as long as you have a supply of Gold Feathers. Hold the Z Button and push the right C Button to activate the glowing, protective shield formed by Kazooie's wings. Each Gold Feather protects the heroic pair from attack for several seconds. You can carry just ten Gold Feathers at a time. Bottles appears inside Clanker, the giant trash compactor, to teach this move.



BANJO-KAZOOIE



# SHOCK JUMP PAD

A

Have you ever wanted to leap higher than any bear or bird has ever leapt before? Of course you haven't.

You're not a bear or a bird, are you? But in Treasure Trove Cove, that is just what you'll do. You'll find Bottles' molehill on the ridge above the Sand Castle pool. The first step is to stand on a green Shock Jump Pad. Once you're in position, push the A Button and hold it. A green, sparkling glow appears when Banjo jumps.

Continue holding the A Button as Banjo comes back to earth and Kazooie flexes her legs. Kazooie's follow-up jump is the big one--about five times as high as Banjo's hop. You'll find that the Shock Jump Pads have been located in specific places, so don't ignore them.



The Shock Spring Jump rockets you to new heights of game play. Stand on the edges of Shock Jump Pads and angle your jump to reach the greatest horizontal distance.



Most Shock Jump Pads sit solidly in one spot, but some of them actually move. The pad shown here circles a large vase in Gruntilda's Lair.



## Bubble Gloop Swamp

# WADING BOOTS

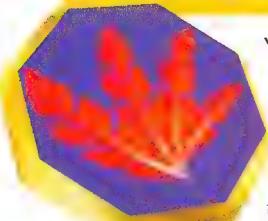


In the piranha-infested waters of Bubble Gloop Swamp, and in other wet and dangerous areas, the only way to splash around safely is with a pair of Wading Boots. Bottles teaches Kazooie the art of the Stilt Stride near the starting point in the swamp. All you have to do is put on the boots and walk right up to them. Unfortunately, the Wading Boots won't last long.



## Treasure Trove Cove

# FLIGHT PAD



You've probably guessed by now that Kazooie's feathers aren't just to keep her warm. As a proud member of the Breegull family, Kazooie was born to fly. Her initial flight departs from the mast of the good ship Salty Hippo in Treasure Trove Cove. Flying requires two things: a Flight Pad for takeoffs and a supply of Red Feathers. You can carry 50 Red Feathers in all, each of them capable of supplying more power (and altitude) to your flight. Once you're in the air, push the R Button to bank sharply.

A



## Freezeeezy Peak

# BEAK BOMB

A + B

Kazooie's beak gets the ultimate workout when you perform the awesome, and difficult, Beak Bomb. When in flight, aim straight at your target and press the B Button to launch the Beak Bomb. Kazooie rockets forward and fearlessly attacks. Each use of the Beak Bomb costs one Red Feather.



While flying, push the B Button to send Kazooie screaming straight ahead like a missile. Some enemies can be defeated only with a Beak Bomb.



If you want to strike a target directly below while flying, use the Beak Buster. When you see Banjo and Kazooie's shadow on the target, press the Z Button to dive straight down.



## Gobi's Valley

# RUNNING SHOES

You'll learn the secret of the Turbo Talon Trot on a sandy ridge in Gobi's Valley. Like the Wading Boots, the Running Shoes are activated by stepping into them, and they last for a limited time. Equally useful in racing against

the clock or racing against characters like Boggy the bear, these shoes appear only when there is a reason for them to be present.



BANJO-KAZOOIE

# TRANSFORMATIONS

Bear and bird won't be able to find every note or Jiggy. Sometimes it takes a little Mumbo magic to put all the pieces together. Of course, every transformation has its price, but we'll let Mumbo tell you about that in his own words.

## Mumbo's Mountain

### TERMITE



The skittering termite is your first transformation in the game. Mumbo will turn you into this tiny insect after you find him and pay five Mumbo Tokens. Save yourself some trouble by pounding down the Witch Switch in Mumbo's Mountain before you turn into a termite, so you'll be able to scramble up to the Jiggy above the entrance. You won't be able to try pest control if the other termites bug you—just avoid them.



- **Strength:** can walk on steep surfaces
- **Weakness:** can't attack



## Bubble Gloop Swamp

### GATOR



Mumbo turns you into the gator when you get through the maze leading to his hut in Bubble Gloop Swamp. For only ten Mumbo Tokens, this transformation is a steal, especially when you consider that this is the only transformation that lets you sink your teeth into enemies. The

gator has thick skin, making him immune to the piercing fangs of piranhas, but this extra protection also weighs him down, limiting his jumps and making it impossible to climb.



## MUMBO'S MIGHTY MAGIC

Me Mumbo Jumbo, best shaman in game. Me put spell on you, turn you into bugs, beasts and fruit to find witch treasure. Mumbo Magic no free. Mumbo expect payment in Mumbo Tokens. Look for spell fee on sign in Mumbo hut. Once bear and bird pay for spell, get same magic again at no charge. Mumbo no business-shaman, but me know how to cast good spell on repeat customers. How Mumbo do it? Volume! Volume! Volume!



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## Freezeezy Peak

# WALRUS



Like the gator, the walrus has thick skin, and this magical walrus spell also protects Banjo and Kazooie from the frigid waters surrounding Freezeezy Peak. The walrus will run at a slow, loping gait, which makes him an easy target for iceball-lobbing snowmen. To minimize damage during your wanderings, stay in the water as much as possible. If you do find yourself making tracks across the frozen landscape, try to zigzag to throw off the snowmen's aim.



- **Strength:** can swim in icy cold water
- **Weakness:** can't attack

## Mad Monster Mansion

# PUMPKIN



Perhaps Mumbo was a little out of his gourd when he dreamed up his wacky pumpkin spell, but at least it will help you blend in with the tricks and treats haunting Mad Monster Mansion. The pumpkin can roll down pipes and waterspouts, squeezing through tight places that would easily trap a bear or a bird. Pumpkins can't move very quickly, so clear out your foes before you see Mumbo.



- **Strength:** can fit in small places
- **Weakness:** can't attack

## Click Clock Wood

# BEE



Mumbo thinks his bee transformation spell is his best magic, but you won't find out for yourself until you cough up a whopping 25 Mumbo Tokens in the spring section of Click Clock Wood. The bee doesn't have a stinger for defense, but it can fly endlessly without using Red Feathers. Since they're used to the bees of the forest, the Snarebear flowers won't mind if you land and rest on their petals—something you could never do as a big ol' bear.



- **Strength:** can fly without red feathers
- **Weakness:** can't attack



# ITEMS AND FEATURES

We've prepared a list of the major items and features you'll find in the different worlds. Some items, like eggs and the various feathers, are almost never in short supply. In fact, if you exit a world and then return, many common items will regenerate, so don't be shy about using them when you really need them.



## HONEYCOMB ENERGY

These tasty tidbits are full of honey-flavored goodness and will restore one block of energy on your health meter.



## RED FEATHERS

Combined with the Flight Pad, these feathers will allow you to fly. Each high-powered flap of your wings will use one feather. You can carry up to 50.



## START/EXIT PADS

The Start/Exit Pads are your gateways between each world and Gruntilda's Lair. You can enter and exit any open world at any time.



## FLIGHT PADS

If you have Red Feathers in your inventory, step on a Flight Pad to take off into the wild blue yonder. We'll show you where the most important Pads are, but you'll find them all over.



## MUSICAL NOTES

Each world contains 100 notes. If you exit a world before you collect all of them, you'll have to start over when you return.



## JINJOS

Five of these colorful crooners are in each world. Rescue all five to earn a Jiggy. If you exit before all are rescued, you'll lose them all.



## GOLDEN BANJOS

Everyone's favorite hirsute hero has been immortalized in gold. Collect one Golden Banjo to gain one extra life.



## BEEHIVES

Break open beehives for one or more pieces of Honeycomb Energy. In later worlds, the bees will chase homewreckers like you.



## WADING BOOTS

The Wading Boots will protect your tender tootsies as you plod through the toxic waters and slippery sand of some worlds.



## EGGS

Bottles will show you how to use eggs to fight and to solve puzzles. You'll be able to shoot them and lay them, as needed.



## GOLD FEATHERS

Gold Feathers will make you invincible temporarily. Bottles must teach you how to use them first, however. You can carry ten at a time.



## SHOCK JUMP PADS

Use these pads to jump higher and farther than normal. If you see a Shock Jump pad, it's usually required to complete a certain task.



## WITCH SWITCHES

Use the Beak Buster to activate Witch Switches. They will usually cause Jiggys to appear somewhere in Gruntilda's Lair.



## JIGGYS

Jiggys are hidden throughout the worlds and in Gruntilda's Lair. Collect them to complete the picture puzzles to open new worlds. You'll find ten Jiggys per world.



## MUMBO TOKENS

Collect these tokens and give them to Mumbo. In return, he'll change your shape. Different spells will require different numbers of tokens.



## HONEYCOMB PIECES

You'll find two Honeycomb Pieces in each world. Collect six of them to increase your health meter by one honeycomb.



## MOLEHILLS

Bottles has burrowed his way throughout the different worlds and in Gruntilda's Lair. If you need advice or instructions on a new move, look him up.



## RUNNING SHOES

If baby needs some new swoosh, try these on for size. Once you slip into these sleek little numbers, you'll be able to run like the wind.

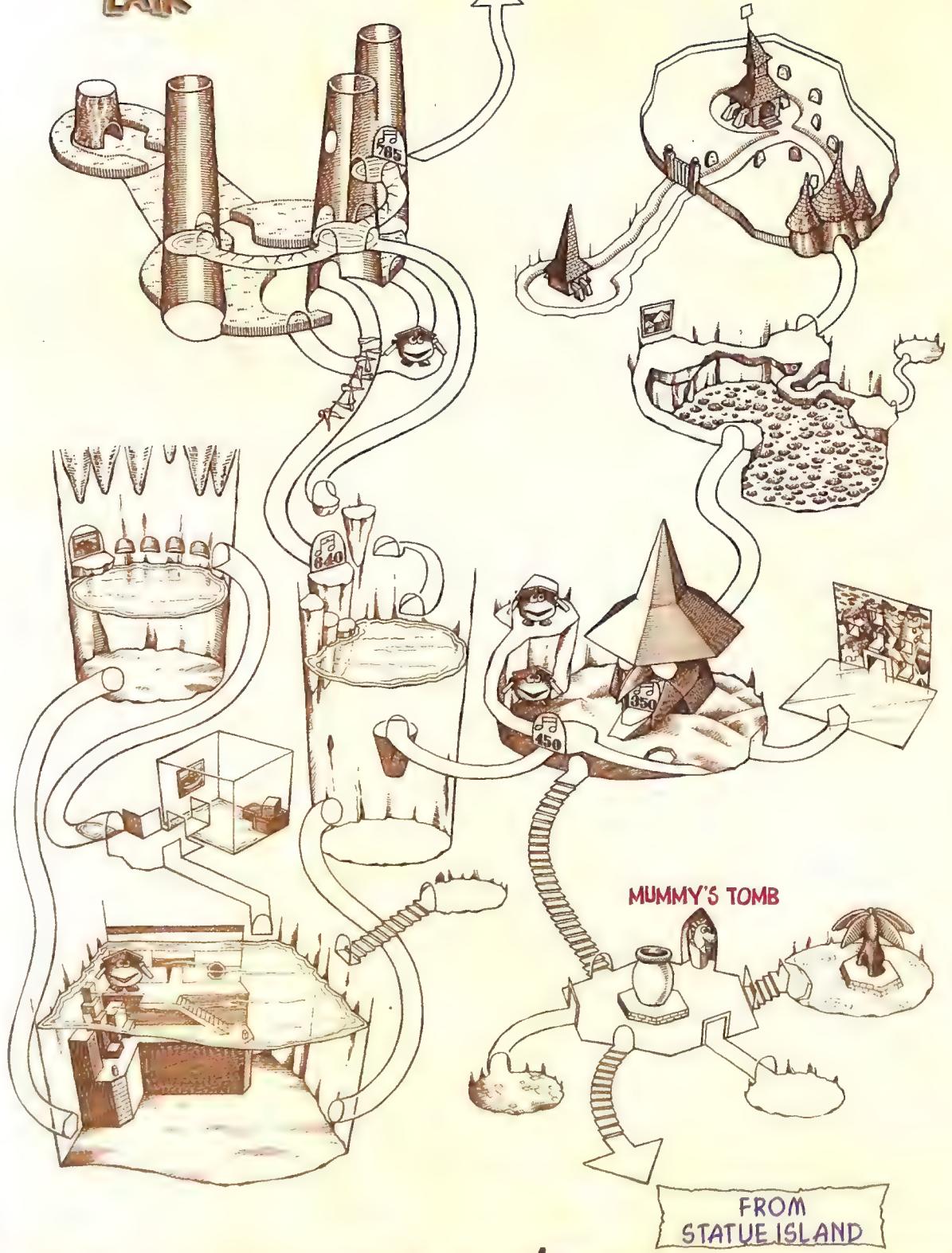


# GRUNTILDA'S LAIR



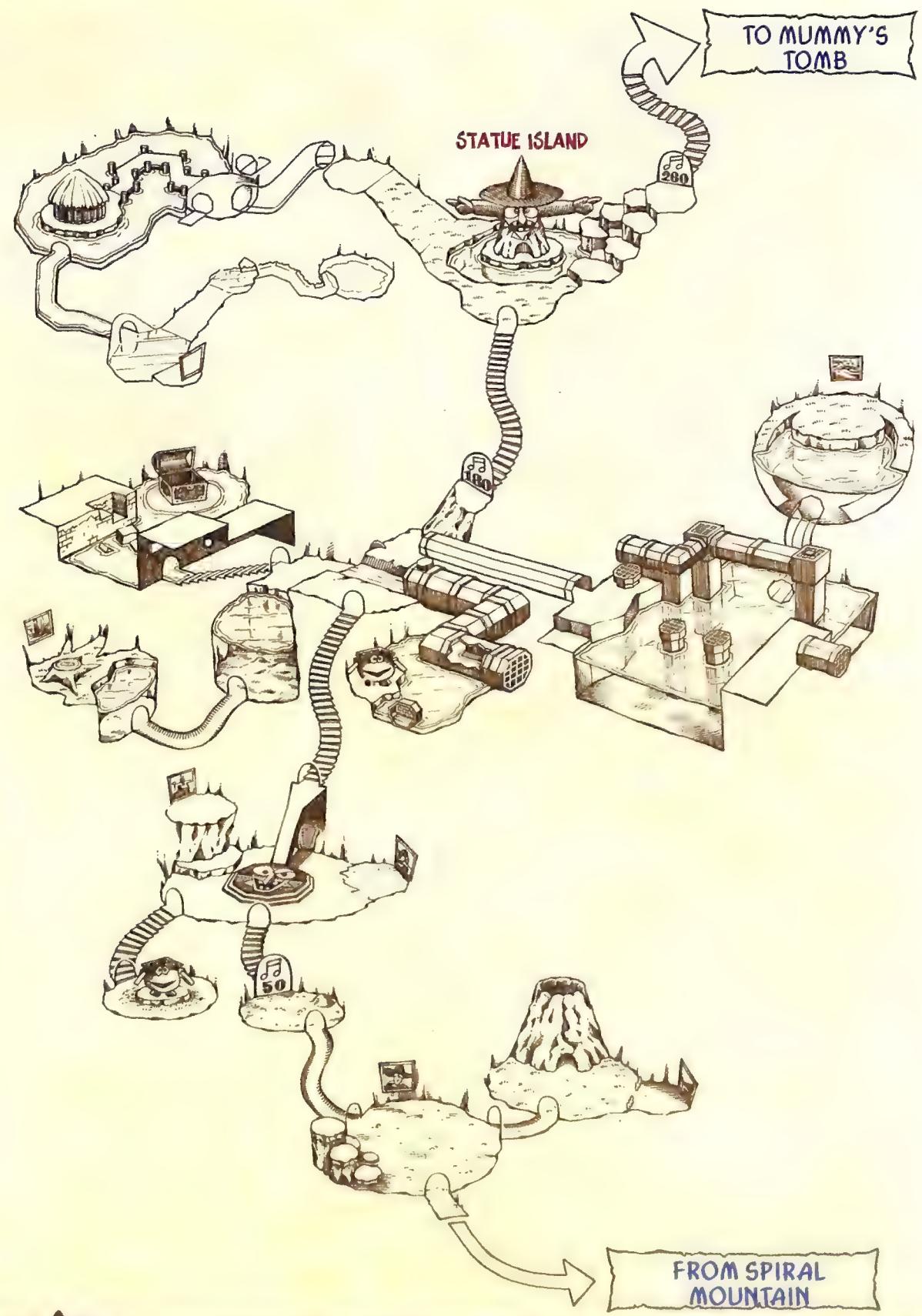
# THE WITCH'S LAIR

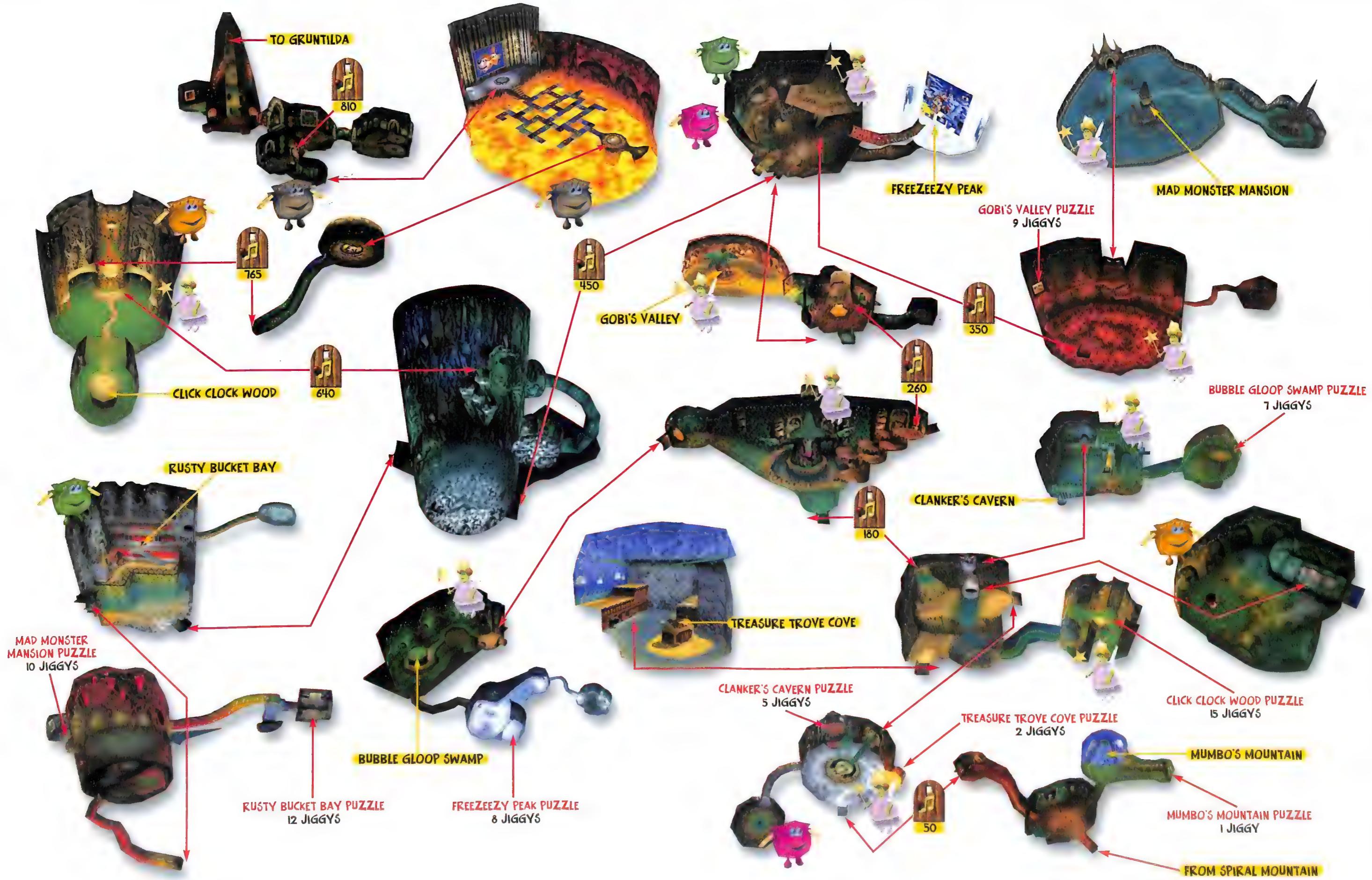
## TO GRUNTY'S FURNACE FUN



## STATUE ISLAND

## TO MUMMY'S TOMB





# MAPPING THE MADNESS IN GRUNTILDA'S LAIR

Our experts have drawn up a diagram and maps that will help you keep track of the many winding passages that snake through Gruntilda's monstrous home. The diagram below shows the general structure of the lair and how the chambers are connected. This diagram will also appear at the beginning of each chapter, to help you pinpoint your exact location. If you need more visual reference, the maps at the right show what each chamber looks like on screen.

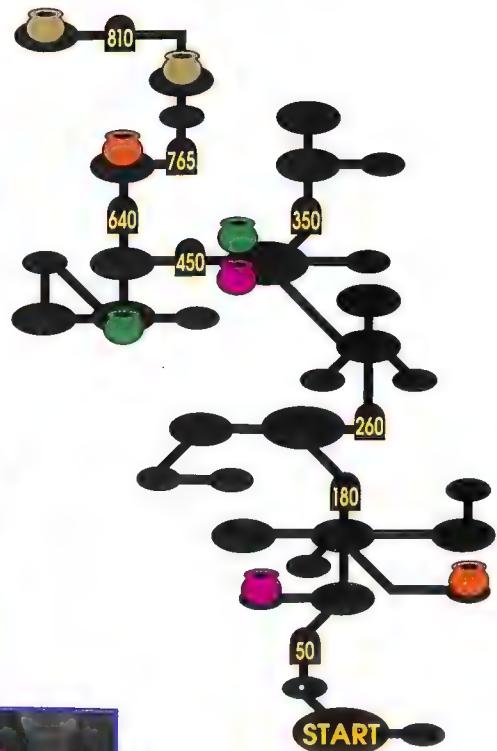


## OF DOORS AND DANGER

Both the diagram and the maps show where the Note Doors are located. To open a door, you must have the number of notes shown. The maps also show where the picture puzzles are located and how many Jiggys are needed to complete each one. Once you complete a puzzle, the world pictured on that puzzle will open.

## CAULDRON CONNECTION

The maps also show where Gruntilda has hidden each of her magic cauldrons. Locate each cauldron and approach it to wake it up from its sorcerous slumber. If you wake up two cauldrons of the same color, you'll then be able to warp between the two whenever you wish. This will save you time and energy later in the game.



# GRUNTY'S FURNACE FUN

Once you've explored all of the worlds, you'll still have a few more challenges to face. Gruntilda is the host of her own quiz show, Grunty's Furnace Fun. It's the highest rated show on the UGH Network, and the questions are all about her favorite subject: Grunty herself! To help you beat Gruntilda at her own game, Brentilda will appear from time to time and give you answers to some of her wicked sister's questions. Use the spaces below to write them down.



**Favorite toothpaste:**

**Favorite shampoo:**

**Favorite clothing store:**

**School nickname:**

**Favorite smell:**

**Favorite color:**

**Wears under her dress:**

**Pet dog's name:**

**Sings in this band:**

**Favorite sport:**

**Her School:**

**Favorite party trick:**

**Sleeps here:**

**Won this contest:**

**Appeared on a magazine this way:**

**Best friend:**

**Favorite magazine:**

**Favorite drink:**

**Favorite breakfast:**

**Favorite dinner:**

**Favorite dessert:**

**Hangs this from her ceiling:**

**Has this beside her bed:**

**Wears these undies:**

# MEASURES OF MOVES

Button mashing won't get you very far in Gruntilda's Lair. If you want any hope of rescuing poor Tooty, you'll need some advanced training. Read on to find out when, where and how to make your moves.

## JUMPING

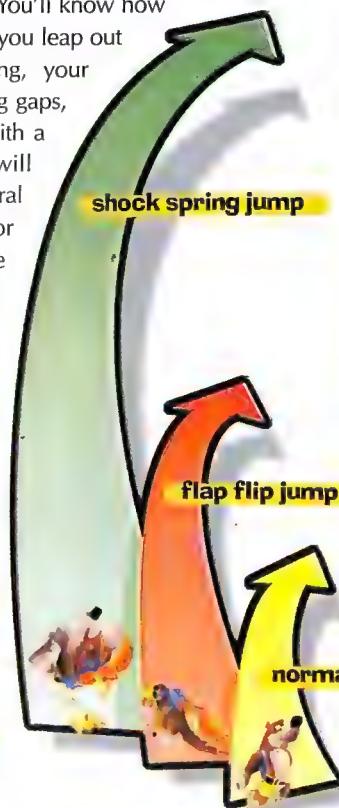
The longest or highest jump isn't always the best jump. In challenging areas like Click Clock Wood, you'll need to master all different kinds of jumps to reach your goals. You'll know how to do the normal jump the moment you leap out of bed. If you run before leaping, your momentum will carry you across big gaps, and you can extend the distance with a flapping Double Jump. Bottles will teach you the Flap Flip Jump at Spiral Mountain. This jump is great for climbing cliffs. As you can see on the chart, the Shock Spring Jump is the highest jump in the game. You'll learn it in Treasure Trove Cove.



Use the Flap Flip Jump to get a clawhold on the high ledges you couldn't reach with a normal jump.



The Shock Spring Jump is the next best thing to flying, but try the Flap Flip or normal jump to span the small, tricky gaps in Click Clock Wood.



## ATTACK POWER

Banjo's Fearsome Forward Roll and Claw Swipe attacks are fast, but sometimes the moves won't work as well on enemies as other attacks.



The Beak Barge, Beak Bomb and Beak Buster attacks are stronger than the roll or swipe, but they are slower to execute.

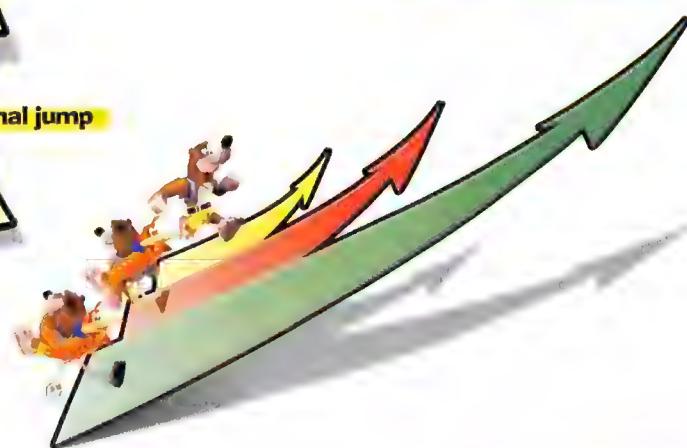
Enemies are more susceptible to some attacks than to others. Experiment to see which moves work best on your foes.

## RUNNING

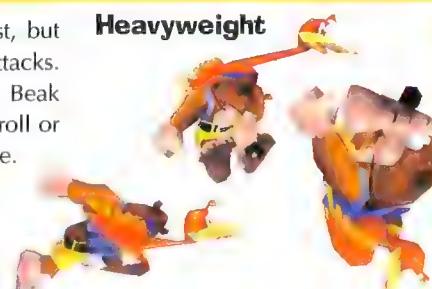
Banjo runs more slowly than many enemies in the game. If you find yourself losing a race, try jumping or climbing to elude your advancing foes. Kazooie's Talon Trot will propel you twice as fast as Banjo's run, but you'll need to learn the move in Mumbo's Mountain. The Talon Trot is the most practical way to get around. The Running Shoes, which you'll master in Gobi's Valley, are the fastest mode of trans-



portation, but you'll quickly discover that it's tough to control a bolting Breegull loaded down with a burly bear.



### Heavyweight



### Lightweight



# SPIRAL MOUNTAIN

Round and round and round you'll climb, up Spiral Mountain,  
but save your time. Stay away from my lair, go back to your  
home, and heed these words within my poem: Forget about  
training, for it's much too late. You'd best go home and hiber-  
nate! Don't bother fighting nail and tooth, 'cause I'll be pretty.  
That's the ugly truth!



# SPIRAL MOUNTAIN

Spiral Mountain is both a training ground and a testing ground for you. You'll have to master some basic skills before you'll be allowed to challenge Gruntilda in her lair. Look for Bottles at each of the molehills. He'll show you the ropes, so don't give him any attitude!



## WATERLOGGED

Jump along the green platforms until you're right next to the waterfall. You'll see a Golden Banjo glistening in the mist. Use the Double Jump maneuver to reach it. To escape the falls, just jump into the torrent. The fall won't hurt you, and you'll be able to swim safely back to shore.



## WET FUR

Practice your scuba diving by taking the plunge into the Spiral Mountain pond. You should concentrate on maneuvering in tight spaces, which will be crucial later on. Work on keeping your bearings and pivoting in place.



## ROCKIN' OUT

You'll be doing a lot of Beak Barging by the time this is all over, so you might as well get it down pat as soon as possible. Break up all of the rocks to uncover a Honeycomb Piece. It's best to point yourself in the right direction before you crouch for an attack. It can be tough to aim yourself while you're hunched over.



## FLAPPING FUN

To get good range out of a Feathery Flap, don't jump or flap until the last possible second. You can actually take a step off a ledge before you jump. On the last ledge before the falls, you'll come across a Honeycomb Piece. Collecting these golden beauties is really worth it in the long run, and you'll never want to leave them behind, no matter what.



## AIR BANJO

Yes, bears can climb trees. Floating above these green boughs is a Honeycomb Piece. Use a Flap Flip Jump to grab it. Trees, vines and pipes almost always lead to somewhere or something, so try to climb everything.



## ONION RING

The Rat-a-tat Rap may look funny to you, but it's one of your more formidable attacks. It works well against airborne enemies and large, land-based ones as well. The Rat-a-tat Rap has a longer attack range than you might think, so you can hang back from enemies and still hit them.



## STUMP JUMP

By the end of the first few worlds, the Flap Flip Jump will be second nature, but for now, just try to get a feel for it. Practice among these stumps, and if you get it right, you'll end up with a Honeycomb Piece as your very valuable prize.



# MUMBO'S MOUNTAIN

Now you've done it! You've crossed the line. You've entered this first world of mine. You'll meet Mumbo here, whose magic I've never dreaded. Like skull boy himself, his spells are very boneheaded.

His magic's far from good, as everyone knows. I conjure much better things out of my nose! So leave here before you make me all cranky, and excuse me while I go grab a hankie.



# TO ENTER:

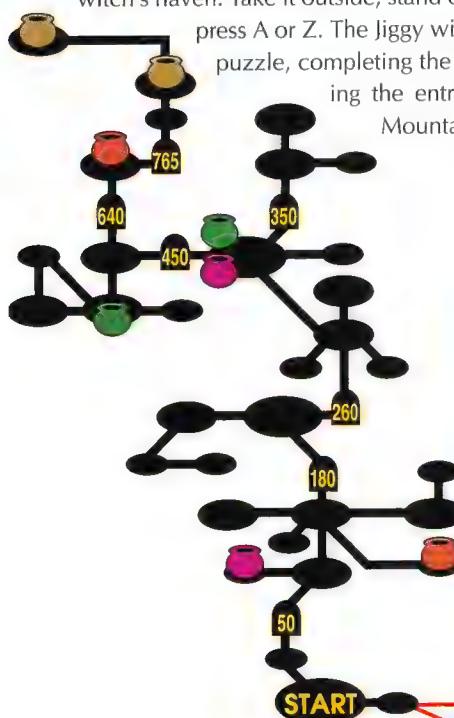
# MUMBO'S MOUNTAIN

You may have mastered a few moves, but your basic training continues in Mumbo's Mountain, the first world you'll discover within Gruntilda's Lair. All of your newfound skills will be put to the test, and you'll even get a small taste of Mumbo's magical powers.

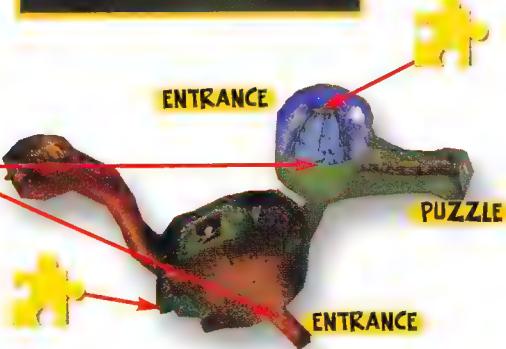


## MORE THAN A MOLEHILL

To open each world within Gruntilda's Lair, you must first gather enough Jiggys to complete the puzzle picture of that world. In this case, you'll find a Jiggy to your left as soon as you enter the witch's haven. Take it outside, stand on the Jiggy-shaped platform in front of the puzzle and press A or Z. The Jiggy will be placed in the puzzle, completing the picture and opening the entrance to Mumbo's Mountain.



The first Jiggy is placed in plain view. After this, you'll have to solve puzzles in each new world to uncover more Jiggys.



# MUMBO'S MOUNTAIN





## IN A SHAMAN'S EYE

You'll find ten Jiggys in each world, and one of the first you'll find is hidden on the outside of Mumbo's skull-shaped hut. If you follow either one of the paths up the mountain, you'll eventually come to the humble village that this mysterious shaman calls home. The Jiggy is in the right eye socket of Mumbo's hut. Use the Flap Flip jump to reach it.



Follow one of the paths up the mountain to the termite's nest, then head to the right, to the area shown on the map.



## CRASH THE PARTY



As long as you're in the neighborhood, you might as well take advantage of the villagers' hospitality and load up on items. Find Bottles to learn about the Beak Buster move, then use it to crack open all the huts. Not only will you find another Jiggy, but a Green Jinjo and a Golden Banjo as well. Be careful, though, because you never know when some nasty things may pop out of the woodwork.



## RUN FOR THE RUINS

The third Jiggy in this world is "hidden" in plain sight in the ruins. From the village, head over to the plateau to the left, as shown on the map. You'll find your gleaming prize on a platform in the middle of a ring of stones. If you take a peek under the arch to the right, you'll also find a few eggs for your avian arsenal. What are the eggs for, eggsactly? You'll find out more as you delve deeper into this world.



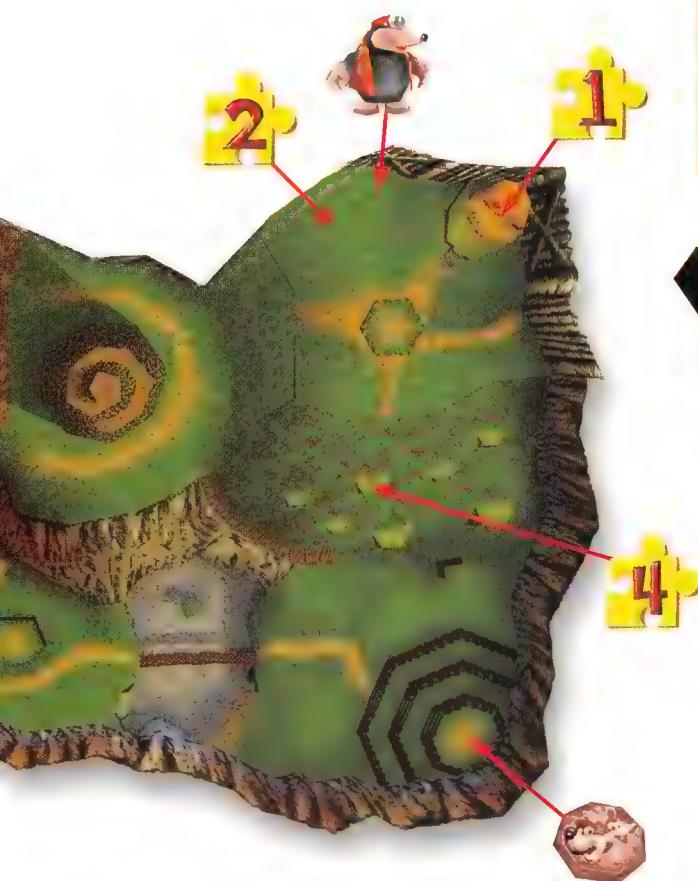
4+

## THE WAY OF THE TROT

No one knows what the ruins were originally used for, but they'll make the perfect training ground for another new move, the Talon Trot. Once Bottles shows you the proper way to trot, you'll be able to run up and down slippery slopes without losing your footing. Climb up on the ruins to collect notes and an Orange Jinjo. You should also use your newfound abilities to scour the slopes below the ruins and below the village for more notes, another Jinjo and another Jiggy.



Use the Talon Trot to recover a Jiggy on a ledge below Mumbo's village. Turn the camera to see other items nearby.



HOW ABOUT WAVING A RED CAPE IN FRONT OF HIS FACE? BULLY, BULLY!

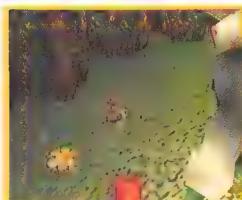
What's the matter, beak brain? Not feeling too bullish today? Hee-hee! Well, you won't be if you try to lock horns with this guy. You could stun him with a Beak Barge, but he'd just get up after a couple of seconds. You wouldn't get anything for defeating him anyway, apart from a bent beak. Then again, a bent beak would be an improvement!



A well-timed Beak Barge will set this bull back on his haunches for a moment. It's best to let him have the run of the pasture.

5+

## ORANGE CRUSH



In the lower left corner of Mumbo's Mountain, you'll find a rather peeved primate tossing oranges at passersby. Antisocial as he is, you'll have to fool him into giving you a Jiggy. Stand on one of the orange-colored tiles near the tree and wait for him to throw an orange. Dodge the incoming fruit. If the orange hits the tile, the tile will disappear. If you make all three tiles disappear, a Jiggy will appear nearby.



Stand on a tile and listen for the sound of an orange being tossed or watch for its shadow. Move away before the orange hits.



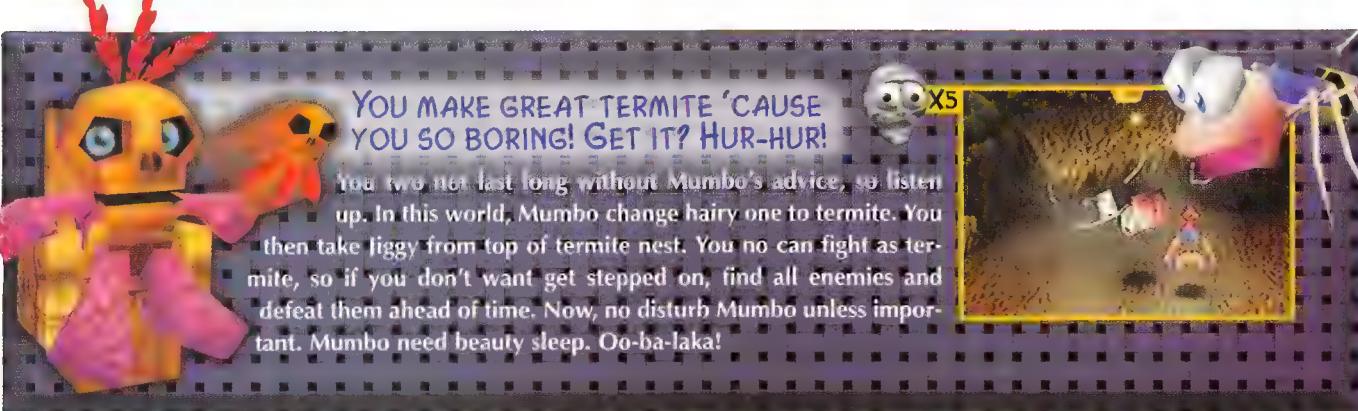
6+

## BEAR-ING GIFTS

Climb up the orange tree to grab one of its tart treasures—not for yourself, but for a hungry little monkey nearby. Chimpy will be so grateful for the snack, he'll give you a Jiggy and clear the way for you to jump up to the platform behind him. While you're up there, check the platforms to the left for a few eggs and a Witch Switch.



Giving Chimpy an orange will cause the stump to grow higher. Jump from the stump to the platform above.



**YOU MAKE GREAT TERMITE 'CAUSE YOU SO BORING! GET IT? HUR-HUR!**

You two not last long without Mumbo's advice, so listen up. In this world, Mumbo change hairy one to termite. You then take Jiggy from top of termite nest. You no can fight as termite, so if you don't want get stepped on, find all enemies and defeat them ahead of time. Now, no disturb Mumbo unless important. Mumbo need beauty sleep. Oo-ba-laka!





## GORILLA WARFARE

You've heard of guerilla warfare, but now it's time to engage in a bit of gorilla warfare. You'll find Bottles on the platform behind Chimpy, and this time, your horn-rimmed friend will show you how to shoot the eggs you've been collecting thus far. Now follow the path to the right and stand on the edge of the platform facing Conga the gorilla. Shoot eggs at him while you dodge his orange ordnance. If you can hit him seven times, he'll give you a Jiggy for your superior marksmanship.



## TERMITE TRANSFORMATION

Once your friendly, neighborhood shaman is through with you, you won't think magic is mere mumbo jumbo! Collect all five Mumbo Tokens and take them to the magic man's hut. If you have all five tokens, he'll transform you into a termite. In this form, you'll be able to traverse any surface, including the slippery interior of the termite's nest. Make your way through the nest, avoiding the defenders inside, until you reach the top. You'll find a Golden Banjo and a Jiggy. A return visit to Mumbo will change you back to your normal, hairy self.



You'll find a Jiggy at the peak of the termite's nest. You'll also find a Golden Banjo on the path below the summit.



## SHOOTING FROM THE LIP

You'll have one more opportunity to practice your sharpshooting skills here in Mumbo's Mountain. You'll no doubt have noticed Juju, the big-mouthed totem pole on a platform at the center of the village. Jump onto the platform and shoot eggs into the bottom totem's mouth to destroy it. As you shoot each totem, the entire pole will spin faster and faster, so adjust your timing. When the last totem is gone, a Jiggy will appear.



As you destroy each totem, the pole will spin faster and faster.



You may not want to shoot the last totem right away. Look above it before you do.



## THE JINJOS FIVE

If you rescue the five Jinjos in each world, they'll give you a Jiggy in gratitude. They're not difficult to find here in Mumbo's Mountain, but you'll need to search much harder and solve various puzzles in the worlds to come. If you exit a world before you rescue all five Jinjos, you'll have to start over when you return.



Hop onto the island in the middle of the pond to find the Blue Jinjo.



Crash through the huts in the village to find the Green Jinjo.



You can use the Talon Trot to rescue the Orange Jinjo atop the ruins.



The Pink Jinjo is playing on a platform near the Start/Exit Pad.

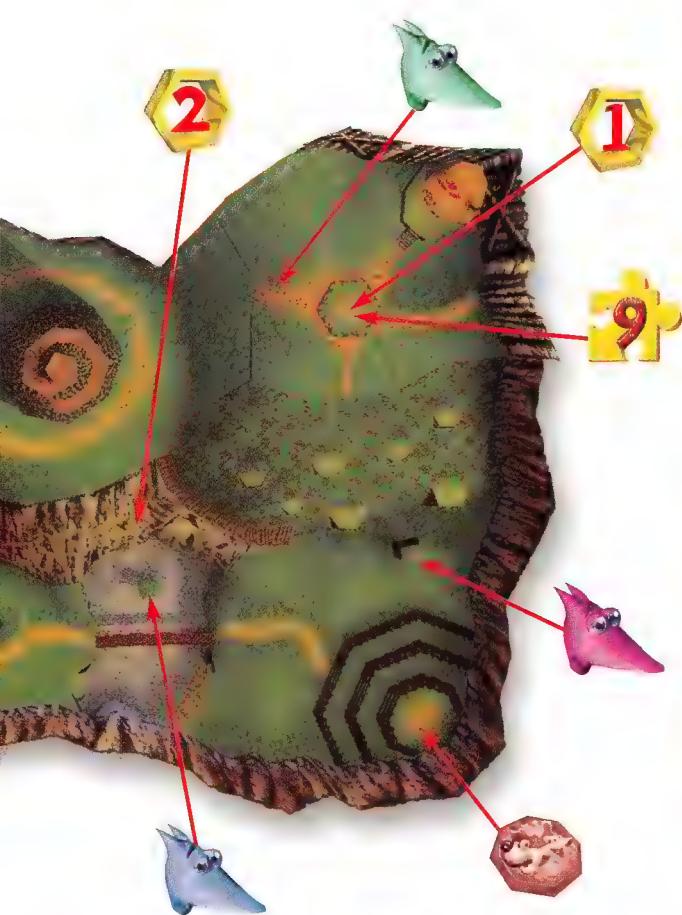


The Yellow Jinjo is enjoying the view from a ledge below the ruins.



# WHICH SWITCH FIRST?

Before you switch to the form of a termite, be sure to press the Witch Switch on the platform near the orange tree. This will make a Jiggy appear back in Gruntilda's Lair. Once you've been transformed, step on the Start/Exit Pad to return to Gruntilda's Lair. Climb up the rock above the Mumbo's Mountain entrance to retrieve the Jiggy.



Don't forget to press the Witch Switch before you have Mumbo Jumbo change you into a termite.



## HONEYCOMB HOP

Before you destroy the last totem in the village, hop on top of its head. You'll see a Honeycomb Piece floating above it. Jump up and grab it to add one Honeycomb Piece to your stock.

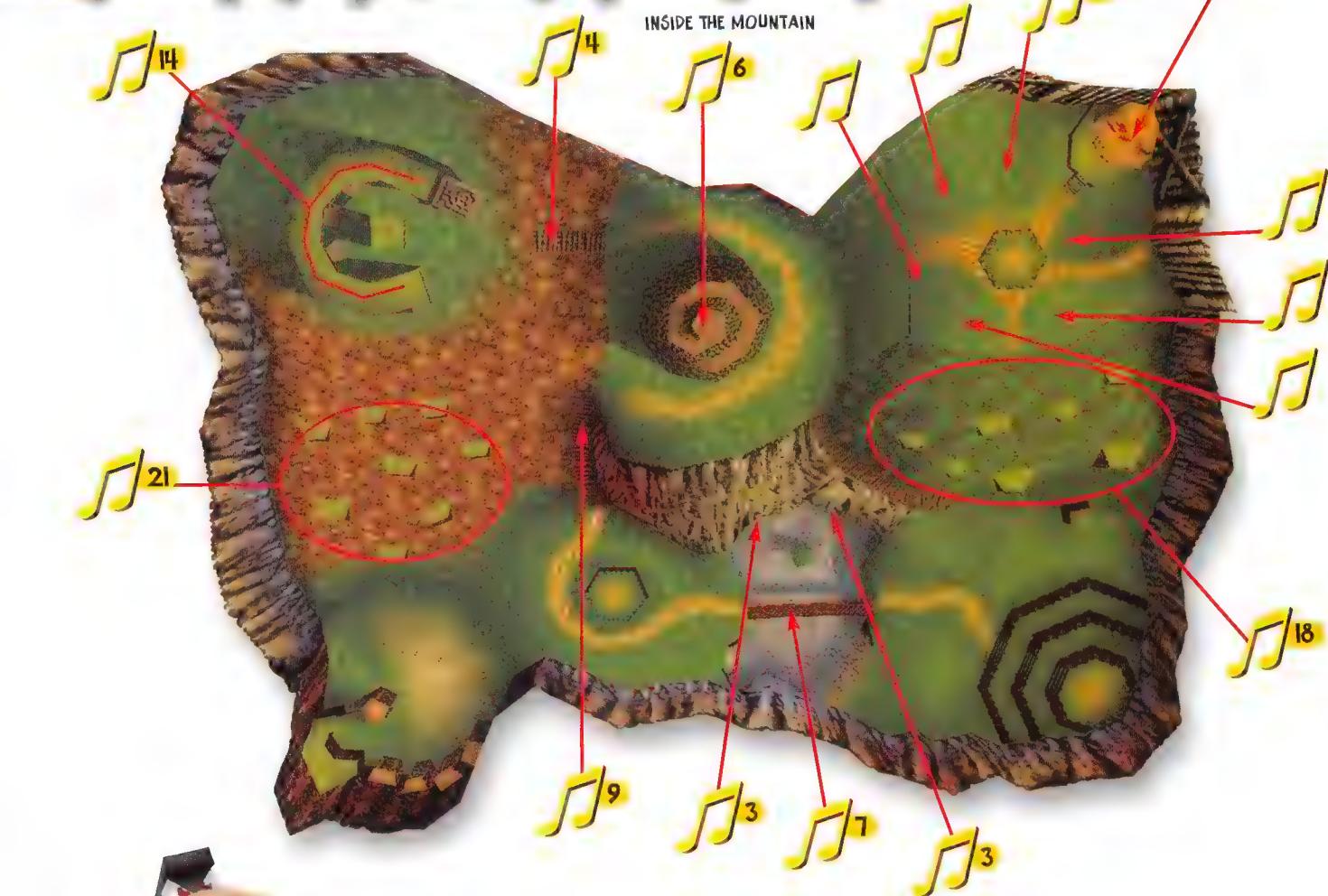


## STICKY SITUATION

Not even the Talon Trot can help you reach the small alcove in the cliff below the termites' nest. You can get there, however, on sticky termite feet. The payoff will be a Honeycomb Piece.



# 100 NOTES



## RUNNING REWARD



The hills are alive with musical notes, so search the slopes thoroughly for them. Move the camera around to make sure you don't miss any.

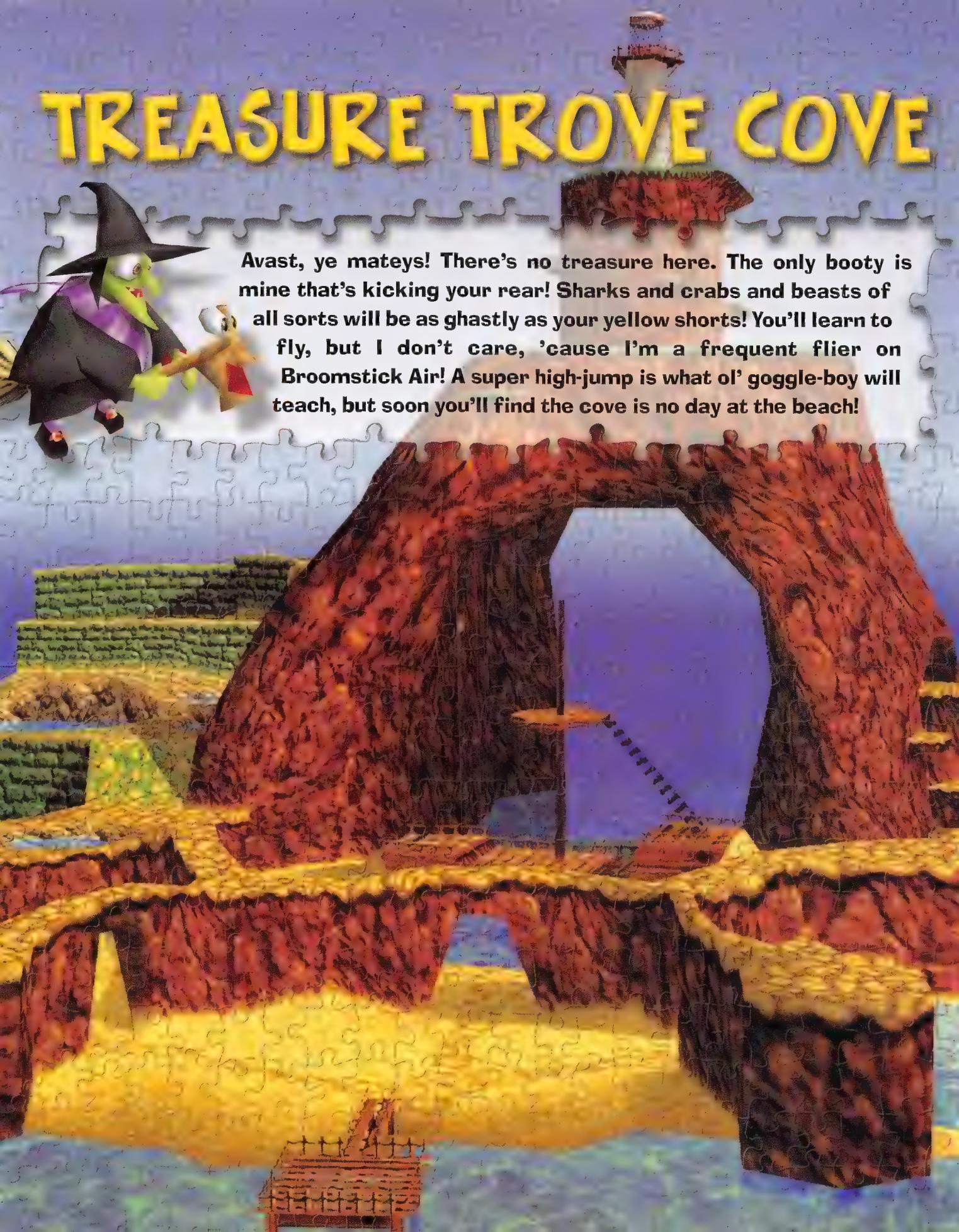
## TROUBLING TERMITES



You'll be so busy dodging enraged arachnids it will be easy to overlook the notes in the termites' nest.

# TREASURE TROVE COVE

Avast, ye mateys! There's no treasure here. The only booty is mine that's kicking your rear! Sharks and crabs and beasts of all sorts will be as ghastly as your yellow shorts! You'll learn to fly, but I don't care, 'cause I'm a frequent flier on Broomstick Air! A super high-jump is what ol' goggle-boy will teach, but soon you'll find the cove is no day at the beach!



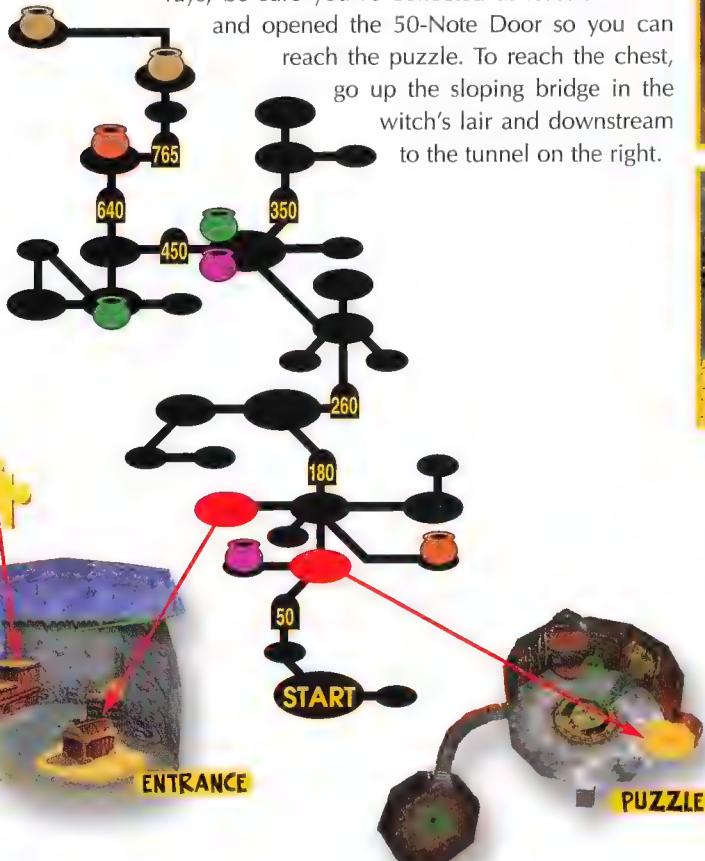
# TO ENTER 2 50 **TREASURE TROVE COVE**

It may look like a vacation paradise, but in reality the Cove is home to thrills, chills and angry crustaceans. The Jiggys have been hidden with cunning and care while a lurking menace swims offshore. Here you'll learn to fly and make great leaps for Breegull-kind.



## THE TREASURE HUNT

Fill in the Treasure Trove Cove puzzle with two jigsaw pieces to open up the giant treasure chest. Once it's open, you'll be able to jump into it to spend a day at the beach. But before you can soak up the rays, be sure you've collected at least 50 notes and opened the 50-Note Door so you can reach the puzzle. To reach the chest, go up the sloping bridge in the witch's lair and downstream to the tunnel on the right.



ENTRANCE

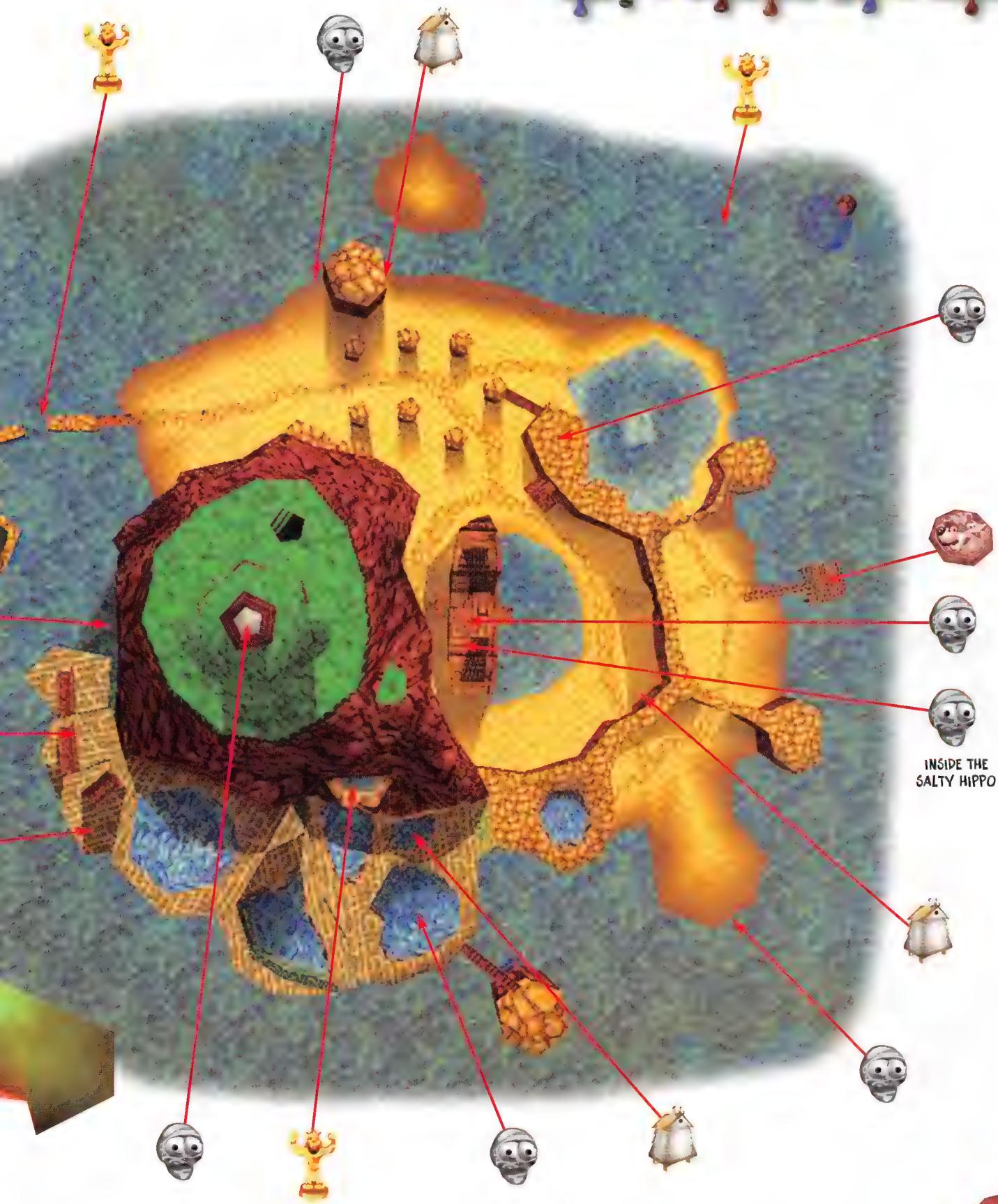
NINTENDO PLAYER'S GUIDE



INSIDE THE TUNNEL



# TREASURE TROVE COVE

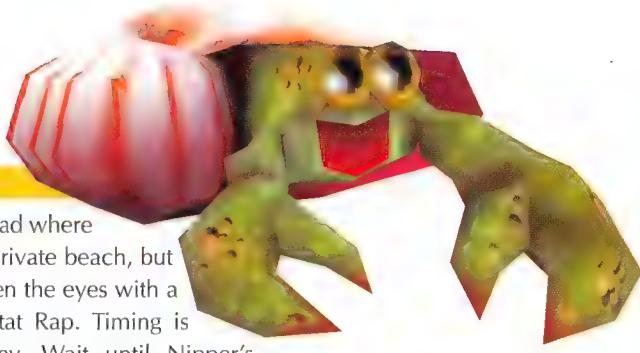


INSIDE THE  
SALTY HIPPO



## NIPPER'S JIGGY

Nipper the hermit crab lives in a giant shell on a beach just to the left of the pad where you enter the Cove. The crusty crustacean doesn't like a nosy bear on his private beach, but he'll like it even less if you dash in between his claws and peck him between the eyes with a

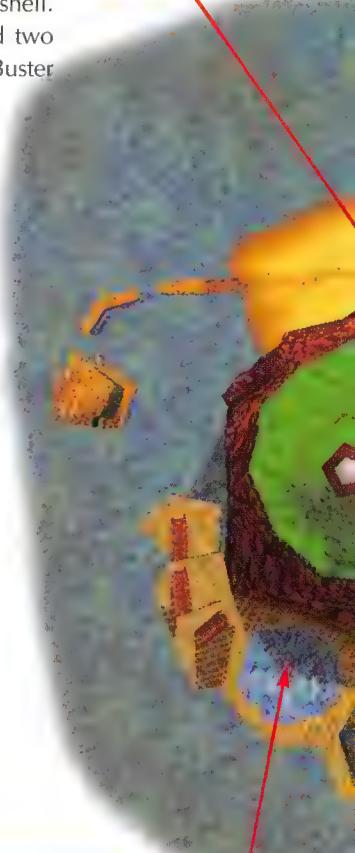


Rat-a-tat Rap. Timing is the key. Wait until Nipper's claws stop moving, then dart into the edge of the shadow and rap. Three sharp pecks will send Nipper scurrying away. Now it's time to hop into the open shell. You'll find six notes, five eggs, and two angry little Snippets. Use a Beak Buster on the crabs, then claim the Jiggy.



## A WATERY PUZZLE

The Sand Castle contains a perplexing mystery—all those letters on the floor. Before you can solve the puzzle, you must first empty the pond in which the castle sits. Leaky the Bucket, who sits on a shelf above the pond, is the key. If you plug Leaky's leak with two eggs, shot backward from close range, the water will drain away. Inside the castle, use the Beak Buster move to spell out BANJO KAZOOIE. (Don't worry about the space between the two names.) When you're done spelling, the gate will rise and give you access to the Jiggy.



## ONE GIANT LEAP FOR BEASTS

The Shock Spring Jump comes in very handy here in the Cove and elsewhere in the game. Talk to Bottles on the land bridge above the beach to learn the move. By standing on the Shock Pad and pressing the A Button, Banjo jumps, then Kazooie jumps even higher. Just keep holding the A Button to get the maximum height. Stand on the edge of the Shock Pad and press

in the direction of your leap to get extra horizontal distance out of your jump.



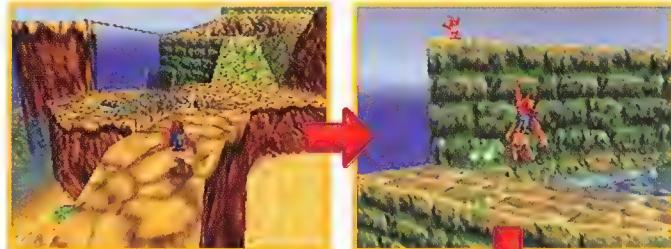
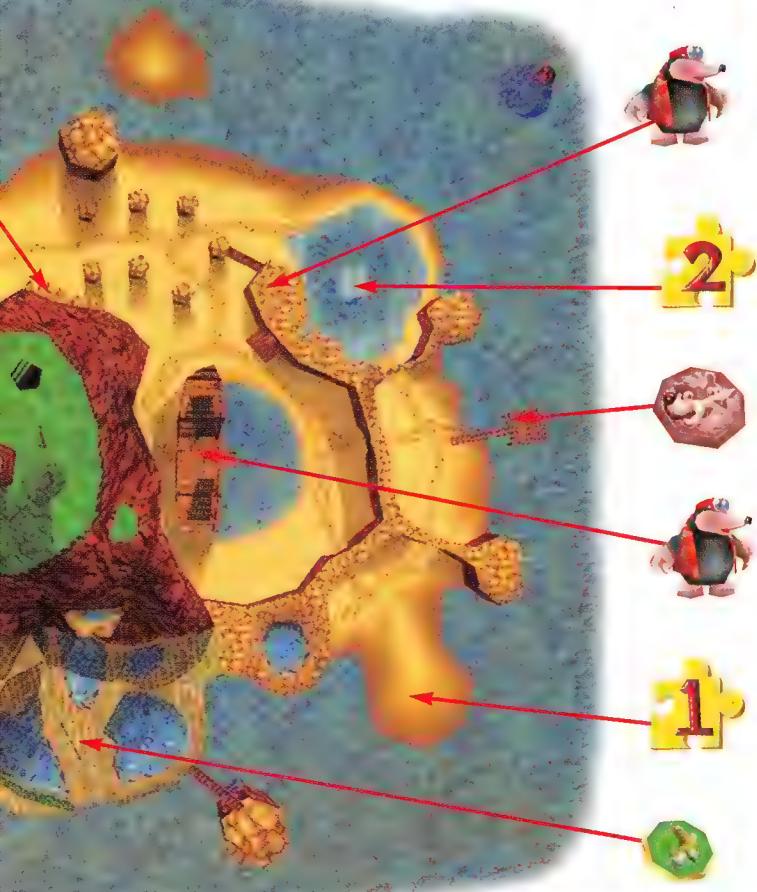
Shock Spring Jump to reach this cave and claim the Jiggy. Stand on the edge of the Shock Jump Pads to cross the wide gaps.



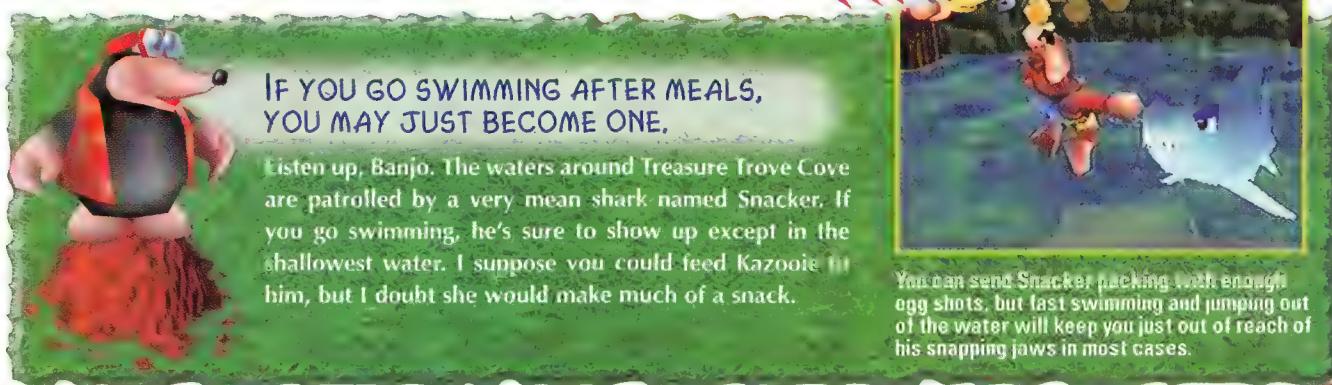
4

## THE POND ON THE HILL

Retrieving this hidden Jiggy is one of the easiest tasks in Treasure Trove Cove, but first you'll have to climb up the mountain to reach the pond where it sits. Using the Shock Spring Jump, you can traverse much of the hillside, and the Talon Trot will get you up other, less steep inclines. You can also fly to the top once you've learned to do so, or you can take the back route up the stairs. The choice is yours. But once you're there, just dive in and swim quickly to the bottom in order to avoid the big Shrapnel. When you're near the bottom of the pond, swim slowly and maneuver more easily using the A Button. Return to the surface on the ocean-facing side of the pond—the other side is too steep for you to climb out.



Keep going up, up and up until you reach the pond with the Shrapnel. At the bottom is the Jiggy.





## JIGGY ON THE BACKSIDE

This is another easy Jiggy to collect. Look for the narrow ledge that begins near the bottom of the wooden stairs. If you follow the path, it will lead to some floating boxes then on to a series of ledges. Eventually, you'll walk, jump and Double Jump to a shallow cave and the patiently waiting Jiggy. The only danger circles in the water below. It has big, sharp teeth and goes by the name of Snacker.



## BLUBBER'S LAMENT

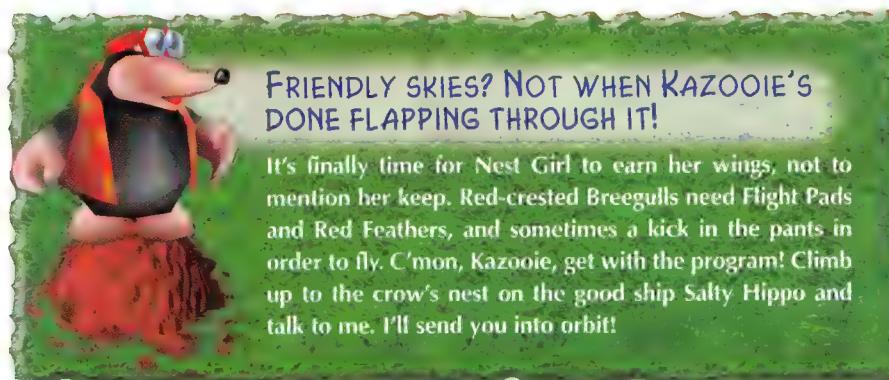
Poor Captain Blubber. The old sea hippo lost his treasure of gold in the water. You can retrieve half the gold by using the Beak Buster on the aft hatch. Swim to the bottom of the hold to pick up the treasure. The other half of the treasure is in the forward hold. Dive off the ship and swim through the open hatch in the side of the hull. When you return both halves of the treasure to Blubber, he'll reward you with a Jiggy.



INSIDE THE MOUNTAIN ARCH



Flying is important to master. Use the Red Feathers here to practice flying until you can pick up items without getting wet!



FRIENDLY SKIES? NOT WHEN KAZOOIE'S DONE FLAPPING THROUGH IT!

It's finally time for Nest Girl to earn her wings, not to mention her keep. Red-crested Breeggulls need Flight Pads and Red Feathers, and sometimes a kick in the pants in order to fly. C'mon, Kazooie, get with the program! Climb up to the crow's nest on the good ship Salty Hippo and talk to me. I'll send you into orbit!



## FLIGHT TO THE CLIFF

As you stand on the Flight Pad atop the Salty Hippo, face into the deep tunnel that passes beneath the island's peak. Switch to the first-person view for a moment and look up and to the left. You should catch sight of a cave with a treasure chest sitting in it high up on the tunnel wall. Your goal is to fly to the ledge, then Flap Flip Jump into the chest to get the hidden Jiggy.

As you're flying, aim for the right corner of the ledge and don't land until you can see your shadow on the ground. When leaving the ledge, stand on the left side of the chest and aim for the beach near the Salty Hippo. A delayed Double Jump should see you landing softly on the sand.



## TO THE LIGHTHOUSE

Banjo and Kazooie can choose one of several paths to the lighthouse that sits on the highest peak of the island. The easiest and fastest method is to fly to the top, but it will require lots of Red Feathers. You can also fly to the ledge on the right side of the big tunnel, then go up the stairs and sloped ledges to reach the lighthouse. If you find yourself at the base of the lighthouse, use the Beak Barge Attack to knock down the door. On the upper walk of the lighthouse, use the Shock Jump Pad to reach the roof where you'll find the Jiggy, then enjoy the view.



Fly to the right ledge inside the big tunnel—directly across from the treasure chest with Gruntilda's Treasure—to reach the lighthouse.



## CIRCLE THE ISLAND

One of the most intriguing sights in Treasure Trove Cove is the giant red X that marks the spot atop the tower of green bricks. If you slam into the X with a Beak Buster move, a message will tell you to follow the clues to find gold. Take off from the nearby Flight Pad and fly in the direction of the arrow to find the next X. Keep Beak Busting the Xs. The clue leading to the final X turns out to be a question mark atop a rock inhabited by a crab. Take a good look around, particularly on the seaward side of the rock.

Down below you'll see a small, sandy island with the final X mark and a guardian crab. When you Beak Bust that X, a moving treasure chest will appear and start circling. Another well-timed Beak Buster will break open the box and release the Jiggy inside.



## THE JINJOS FIVE



Most of these beach Jinjos are out in the open, soaking up the rays or taking a cool dip in the ocean. Only the Jinjo beneath the dock presents any real hazard. Just when you thought it was safe to swim, there is Snacker the shark.



Do a backward Flap Flip Jump off the dock, then swim quickly to the Blue Jinjo.



The Green Jinjo has been trapped on top of the ship's mast.



A long finger of wall extends from the highest pool. At the tip is the Orange Jinjo.



Use Shock Spring Jumps to reach the Pink Jinjo on his isolated rock.

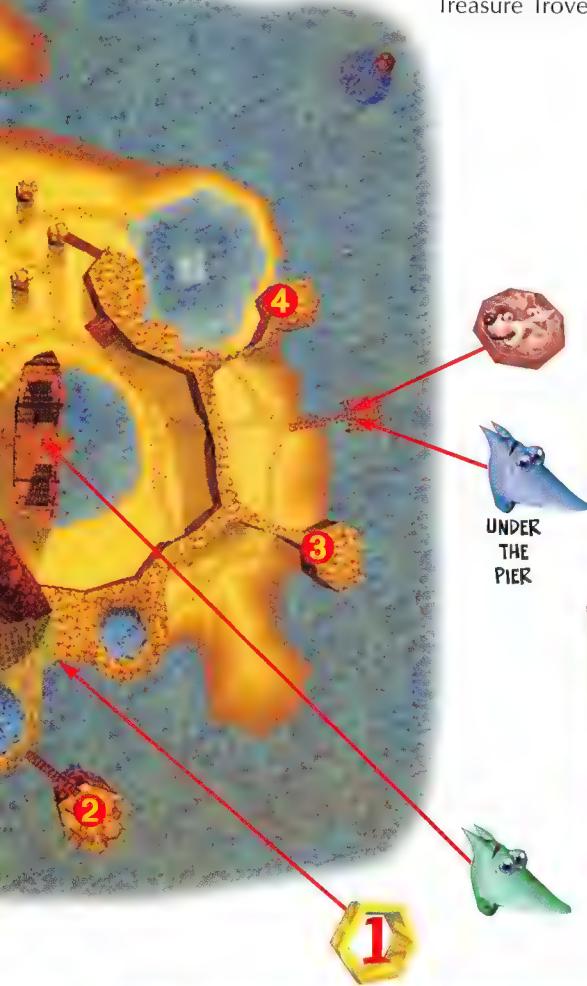


The Yellow Jinjo rests on top of a tree on the side of the mountain.



# WHERE'S THE WITCH SWITCH?

When you reach the lighthouse on top of the island's central peak, don't go racing immediately to the top. If you pace yourself and look around behind the lighthouse, on the side opposite the lighthouse door, you'll find that lovely green image of Gruntilda in a flat box. Activate the Witch Switch by using the Beak Buster move. A Jiggy will be fired from a cannon back in the area with the big treasure chest at the entrance to Treasure Trove Cove.



The Jiggy lands atop the beached ship beyond the big treasure chest, and you can reach it by jumping on the cannon barrel that sticks out of the side of the ship.



## THE DEEP HONEYCOMB

Although you'll take a hit from Snacker—assuming you haven't egged him out of existence—you can use your fast swim move to reach this Honeycomb Piece and make it back to shore alive.



## THE CRATE HONEYCOMB

Offshore from the snapping treasure chests, you'll find a crate with the second Honeycomb Piece hovering above it. Just fly low over the water and scoop up the piece.



# 100 NOTES



## ON THE SAND CASTLE



You can swim to these notes before draining the pond. Or to avoid the mine, you can Double Jump or Shock Spring Jump to the top of the castle from Leaky's ledge.

## ON THE STAIRWAY



From the top of each stairway on the back of the mountain, it's an easy job just to slide down the side and pick up all the notes.

# CLANKER'S CAVERN



Into Clanker's Cavern you will swim. How can you fathom these depths, being you're so dim? Into the jaws of a whale you must paddle, and against crabby crustaceans you will do battle. So dive right in 'til you're blue for air. The color will go nicely with that pack you wear. And as you swim across this vast, marine expanse, keep in mind that it's here where I wash my ol' underpants!



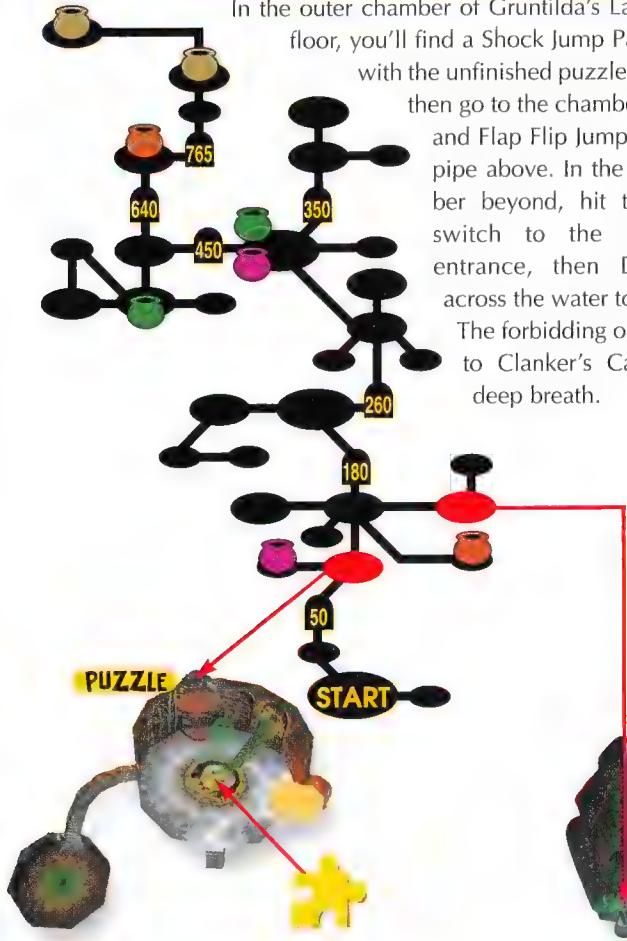
# TO ENTER: CLANKER'S CAVERN

Gruntilda's huge, fishy trash compactor isn't happy. For one thing, Clanker's stuck in a chamber with no chance of escape. And the water is just filthy. If Banjo and Kazooie help out this tin tuna, he will repay their kindness. But not everyone in the cavern is quite as nice.



## CRACKING THE CAVERN

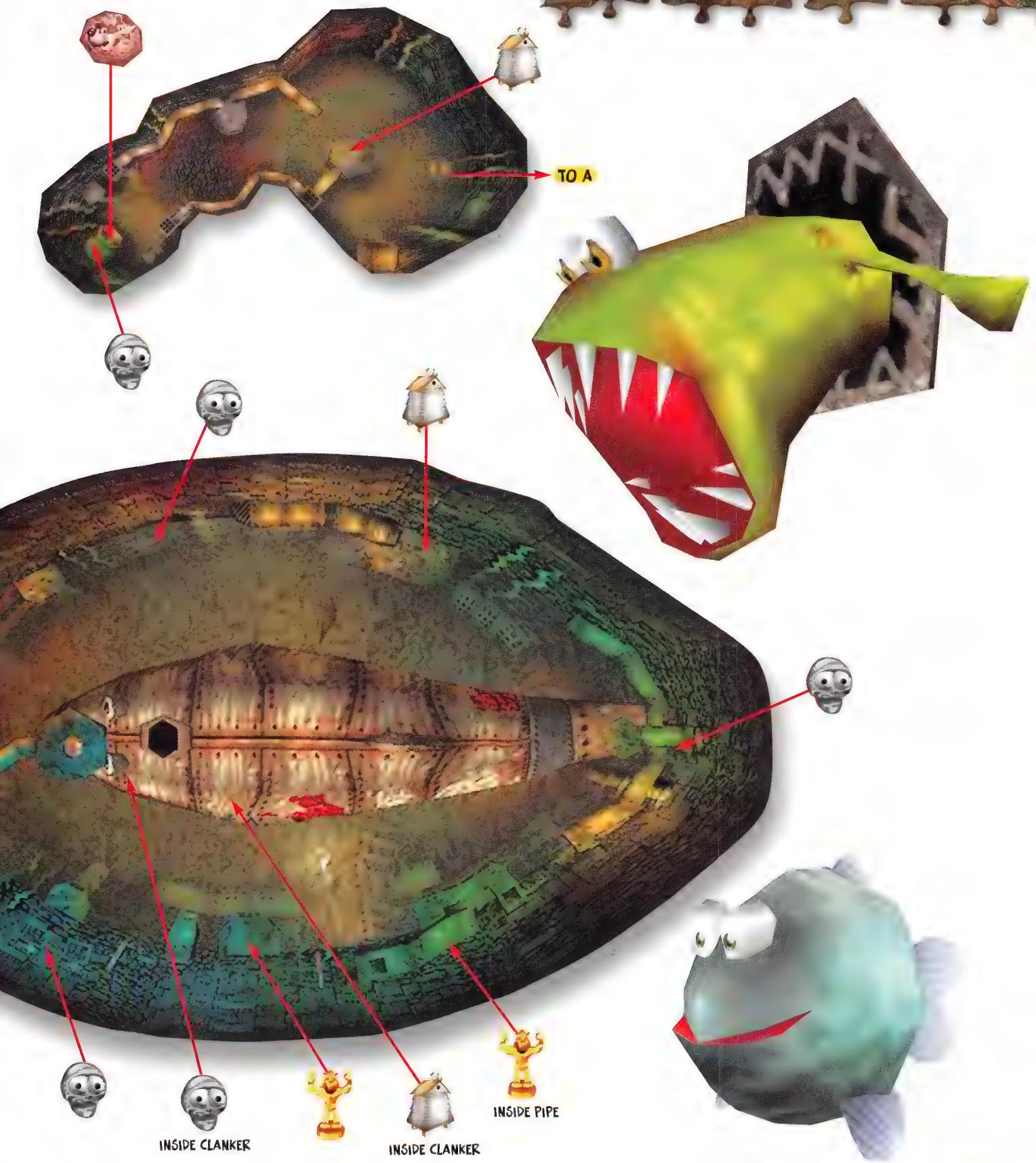
In the outer chamber of Gruntilda's Lair, where a giant picture of Gruntilda uglifies the floor, you'll find a Shock Jump Pad on one side. Use the pad to leap up to a ledge with the unfinished puzzle of Clanker's Cavern. Fill in the five missing pieces, then go to the chamber with the big pipes. Climb onto the outflow pipe and Flap Flip Jump into the open pipe above. In the watery chamber beyond, hit the blue pipe switch to the right of the entrance, then Double Jump across the water to the far ledge. The forbidding open pipe leads to Clanker's Cavern. Take a deep breath.



Cross the watery chamber using Double Jumps from one pipe to the next.



# CLANKER'S CAVERN



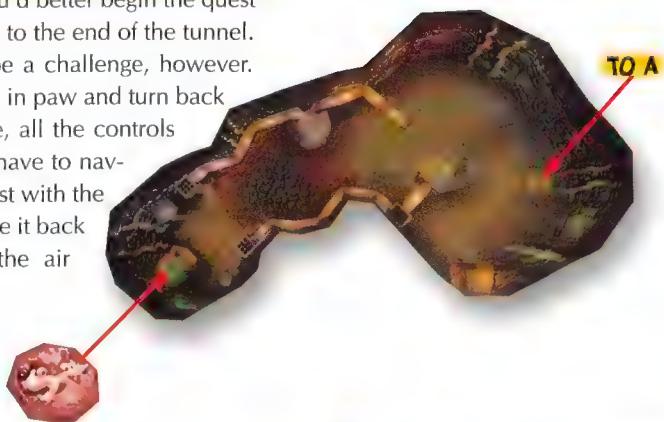
BANJO-KAZOOIE



## THE WINDING TUNNEL

The Jiggy at the end of this long tunnel isn't hard to find, but you'd better begin the quest with your air meter completely full. All you have to do is swim to the end of the tunnel.

Getting back out may be a challenge, however. Once you have the Jiggy in paw and turn back for the tunnel's entrance, all the controls will be reversed. You'll have to navigate while swimming fast with the B Button in order to make it back to the surface before the air runs out.



## CRAB CAKES

The crabby Snippet Mutants inhabit the greenish chamber behind the main area of Clanker's Cavern. (Greet bear and bird with snapping pincers and a bad imitation of Yoda's speech they will.)

Defeat the four Snippet Mutants using the mighty Beak Buster to crack open their shells. Once defeated, the Mutants will give up their precious Jiggy, which appears on a pipe high in the chamber. A Flap Flip Jump should land you on the pipe. The Mutants have been hording not only the Jiggy, but notes and eggs, too. Collecting all these goodies turns out to be a piece of cake.



HEY, KAZOOIE! HAVE A TASTE OF EEL.

I probably don't need to tell you, but if there's one thing that an eel hates, it's a Breegull's point cubed, the Red-crested variety. And I'd have to agree with the eels. The reason is that a Breegull's Raa-aa Rap from the side of the eel's hole always fails to send the eel slithering for its life. At least Bird Brain's good for something.

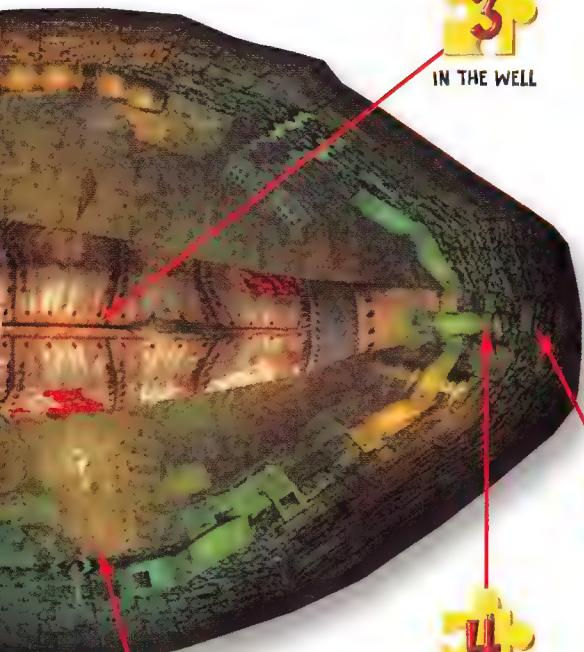


Stand to the side of the inhabited eel hole and use the Raa-aa Rap when the eel emerges. One rap in the side is enough to get rid of the eel. You can also shoot it with eggs.



## 3 THE DEEP KEY

A secret key lurks in the deep well beneath Clanker. The chain that keeps Clanker submerged is connected to an anchor block. If Banjo and Kazooie pass through the key three times, the chain will extend, allowing Clanker to rise to the surface. But it won't be easy. It's a long swim to the bottom of the well, and maneuvering to pass through the key can be tricky. You can replenish your air supply from Gloop's bubbles, but that's difficult, too. The slower, safer method involves returning to the surface after each pass through the key. Once Clanker's on the surface, you can jump to his back and fetch the Jiggy that floats in the air.



Once you pass through the key, stop swimming and turn around, then swim through the key again. This is the only way to complete the three passes on a single supply of air.



## 4 A TALL TAIL



Once Clanker has risen to the surface of the water, Banjo and Kazooie can jump onto his back and climb up the tall tail fin. As the tail wags slowly back and forth, you can jump off it and onto the platform. From the platform, hop down to the pipe that leads to the wall. Use a Rat-a-tat Rap to knock out the metal grate in the wall, then perform a Flap Flip Jump to reach the Jiggy in the nook. Watch out for the eel when jumping down to the ledge below.

5

## THE BLOWHOLE

If you stand on Clanker's head when he's on the surface of the water, you'll notice that a metal plug periodically shoots out of the blowhole. It looks dangerous, but you can use the plug as an elevator to reach the pipes high in the air. Once you reach the heights, walk carefully along the pipes to the wall, then jump up to the nook to take the Jiggy.

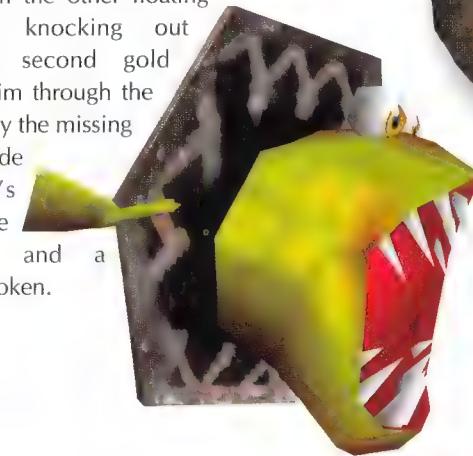


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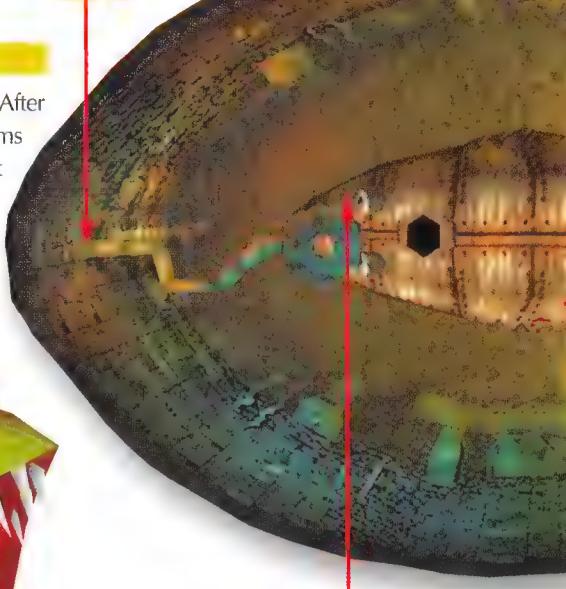
## THE GOLD TEETH

Eating trash has given Clanker a mighty toothache. You can help solve his dental woes. After releasing Clanker so that he floats on the surface, swim to one of the two floating platforms and climb aboard. Aim carefully at the gold tooth in Clanker's mouth, then shoot

it with eggs. Three direct egg hits will knock out the tooth. Perform your periodontal magic once again from the other floating platform, knocking out Clanker's second gold tooth. Swim through the gaps left by the missing teeth. Inside Clanker's mouth are a Jiggy and a Mumbo Token.



5



6



I SAID THE GOLDEN BANJO WAS IN THE DUCT, NOT IN THE DUCK, BIRD BRAIN.

Listen up, Feather Breath. If you want to pick up the Golden Banjo in the duct on the wall, you're going to have to put your beak into it. Gruntilda hid the extra life where no bear or bird was likely to look. The only way you'll ever reach it is from the Shock Jump Pad on the platform.

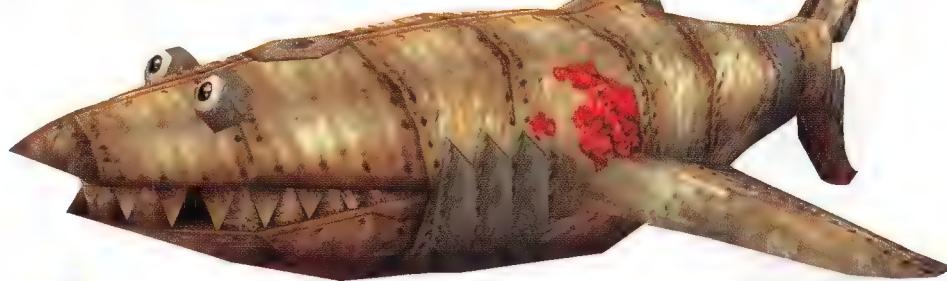


Shock Jump and Double Jump to the vertical pipe on the wall. Climb up the pipe, then Double Jump to the duct. Use the Beak Buster to pound out the metal grate, then drop into the duct. You'll get a Jiggy and a Golden Banjo.



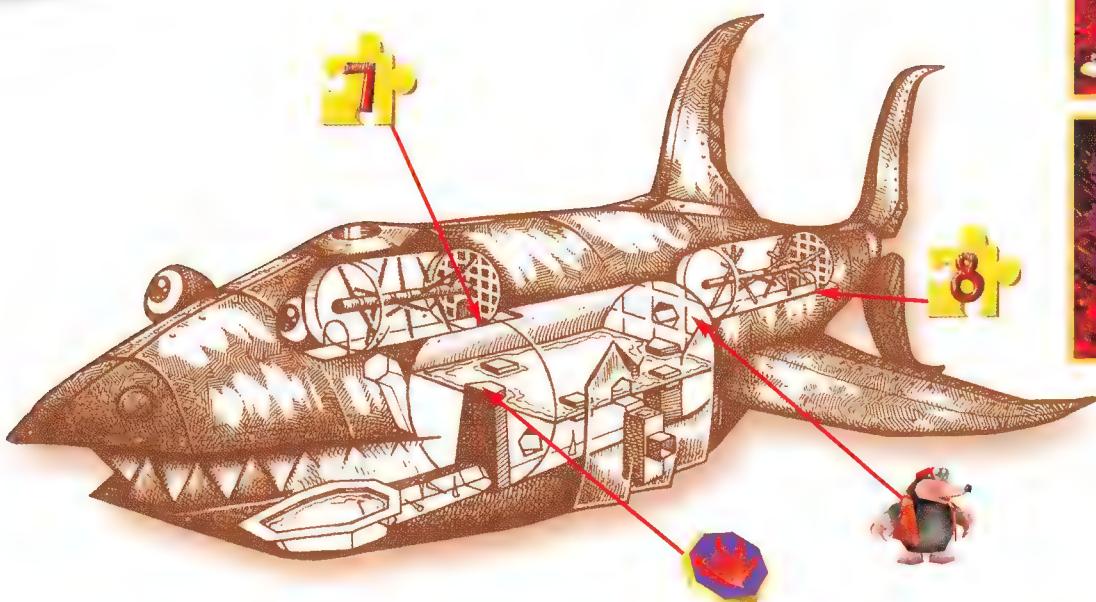
## INSIDE CLANKER

Clanker is full of wonders--literally. When you go inside the metal monster, by either dropping down the blowhole or swimming in through the gills or missing tooth holes, you'll find a whole new world. If you drop in from the blowhole, you'll face a passage blocked by rotating blades. Advance carefully and time your way through the blades. On the far side, you'll find a Jiggy. It's a good idea to begin this test of courage with a full supply of Honeycomb Energy.



## THE WONDERWING

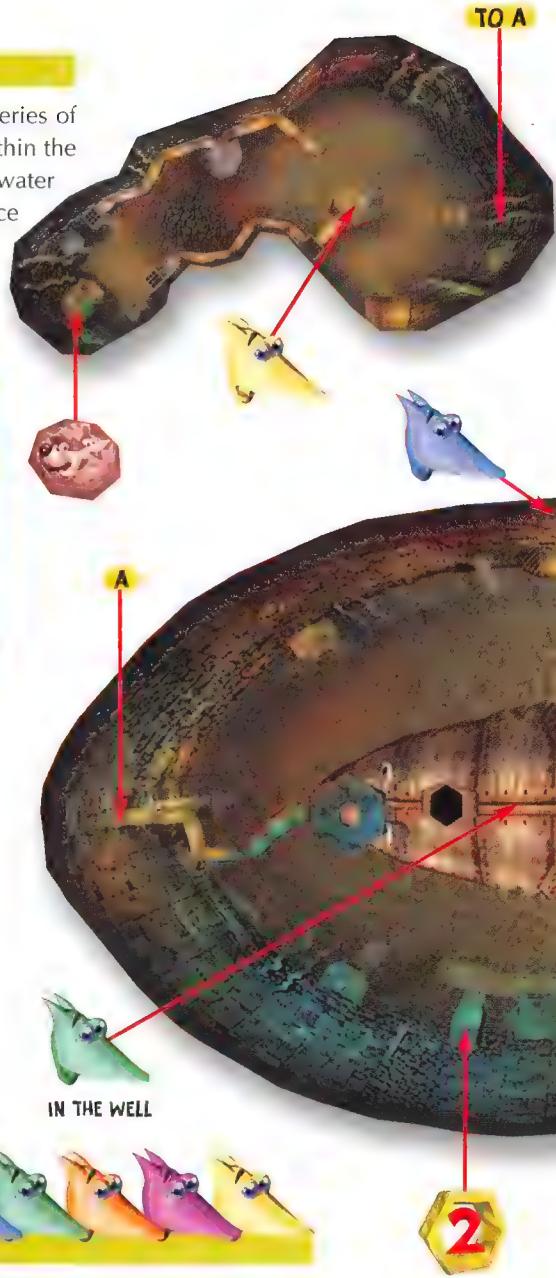
Bottles teaches Kazooie how to use the Wonderwing when you reach the second passage full of rotating blades inside Clanker. To find this area, you must fly to the upper passage entrance in Clanker's large main chamber. Following the lesson, Bottles will give you a supply of Gold Feathers for the run ahead. Press the Z Button and right C Button to activate the shield, then haul your bird. A Jiggy waits as your reward at the far end of the passage. You'll also pick up more feathers for the return run.





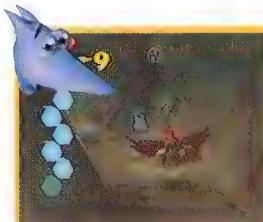
## HOOP LAWS

When you first reach the large central chamber inside Clanker, you'll see a series of striped rings or hoops. The idea is to pass through each of the green hoops within the time allowed. Some timesaving tricks to remember include swimming underwater with the B Button whenever possible and jumping through two hoops at once using the Double Jump. You should also make the sharpest turn possible after passing through the third hoop—stop swimming, turn, then resume your stroke. With a mere 48 seconds to complete the course, you can't afford to wander off track.

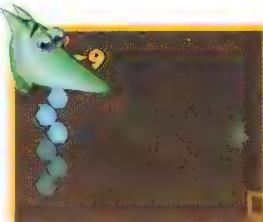


## THE JINJOS FIVE

It's a good thing that Jinjos can hold their breath, since many of these friendly little guys are being held captive underwater. Unfortunately, Banjo and Kazooie can spend only limited time in the depths, so retrieving some of the Jinjos can be dangerous.



The Blue Jinjo is in a tunnel off Clanker's main chamber.



The poor Green Jinjo has been waiting all alone at the bottom of the deep well.



The Orange Jinjo is in the duct where you also find a Golden Banjo.



Look for the Pink Jinjo inside the gill tunnel on the left side of Clanker.

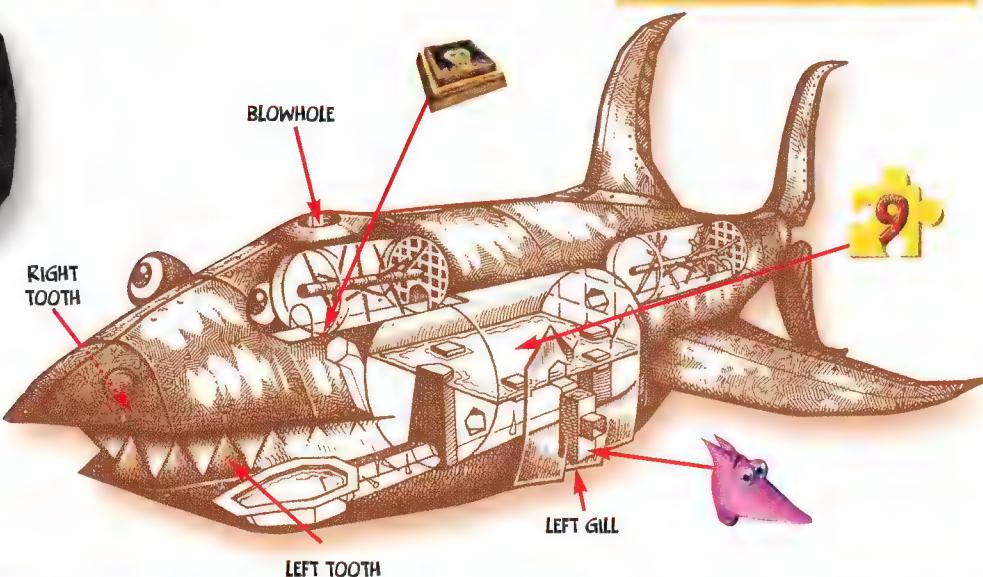
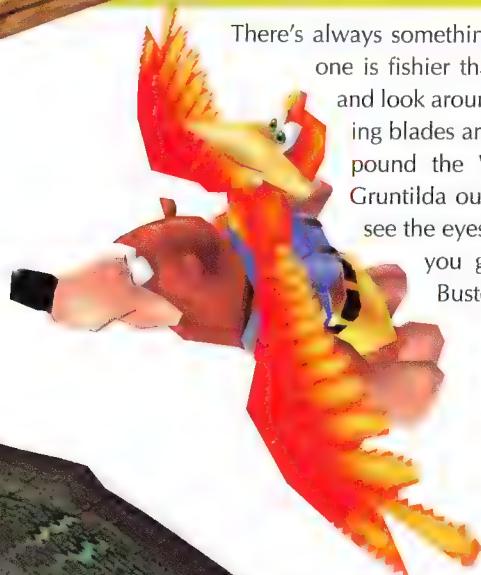


The Yellow Jinjo is on the central platform in the first chamber of the Cavern.



## A FISHY WITCH SWITCH

There's always something curious about a Witch Switch, but this one is fishier than most. Drop down Clanker's blowhole and look around. In one direction is a passage with rotating blades and in the other, a Witch Switch. When you pound the Witch Switch, you'll see the image of Gruntilda out in the main room of the lair, and you'll see the eyes of the image pop out. That's your clue. If you go back to that room and do the Beak Buster on the two eyes, you'll get a Jiggy.



### HONEY IN THE HOLE

Among the other goodies that are in the metal duct on the left side of the chamber, such as the Orange Jinjo and Golden Banjo, is a Honeycomb Piece.



### PIPE UP FOR A HONEYCOMB

Just to the right of the platform with the Shock Jump Pad is a pipe that leads into the water. Swim up into the pipe from below to find the second Honeycomb Piece.



# 100 NOTES



## NOTES IN THE WELL

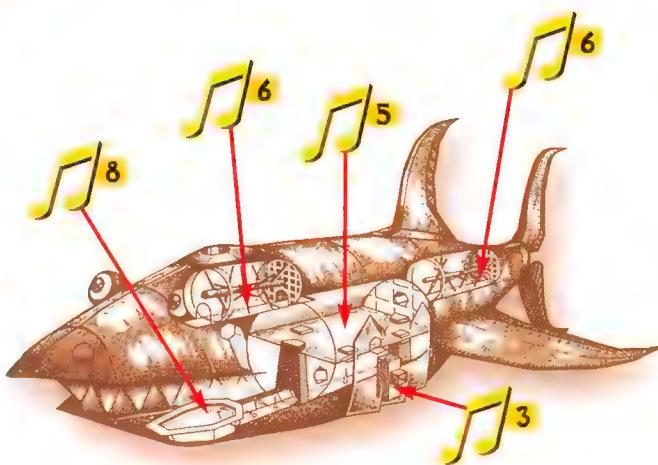


Eight notes lie at the bottom of the deep well beneath Clanker. It's probably a good idea to collect them in two trips, just to be safe.

## CLIFF NOTES



In the nooks of the stone wall, you'll find notes and other valuable items. Use the Double Jump technique to hop out of one nook and into the next one.



# BUBBLE GLOOP SWAMP



Good thing my piranhas don't each have a nose, because they'll take a bite out of your big, stinky toes! Bottles will help you if you can get in cahoots, but don't dare learn his lesson 'bout the power of boots. You could very well become a gator if Mumbo helps, too, but my frogs will turn you into luggage and one matching shoe!



# TO ENTER: 180

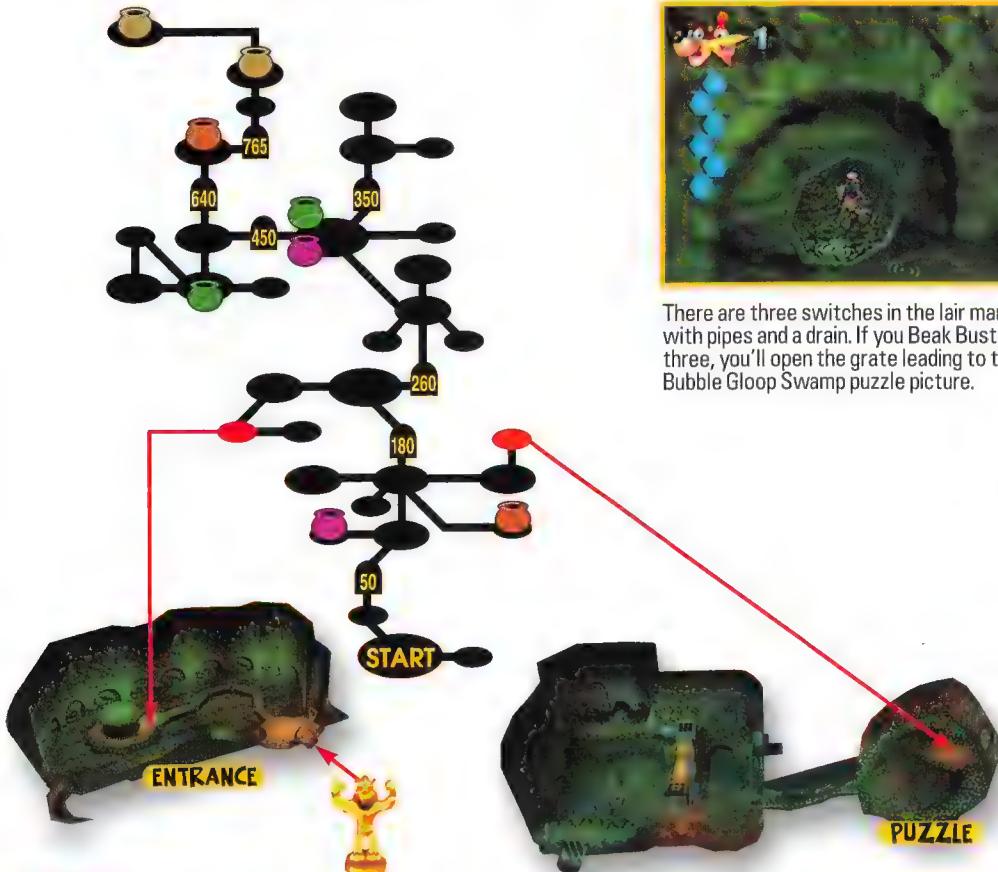
# BUBBLE GLOOP SWAMP

Unseen dangers lurk beneath the murky, green mire in Bubble Gloop Swamp. Explorers foolish enough to venture into these dark waters may never resurface. The fearsome frogs, grinning gators and deadly dragonflies are waiting here to drag you into the gloom of this menacing marsh.

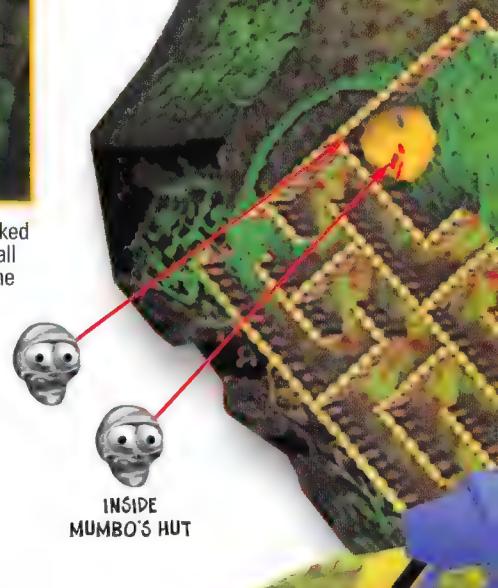


## HOW TO GET INTO THE SWAMP

There are three switches you'll have to Beak Bust in order to raise the pipes and open the drain leading to the Bubble Gloop Swamp puzzle picture. Seven puzzle pieces open the door on the hut-shaped entrance connected to the marsh. Before you go running off to explore this new area, check your note count and make sure you have at least 180 notes to open the next Note Door.

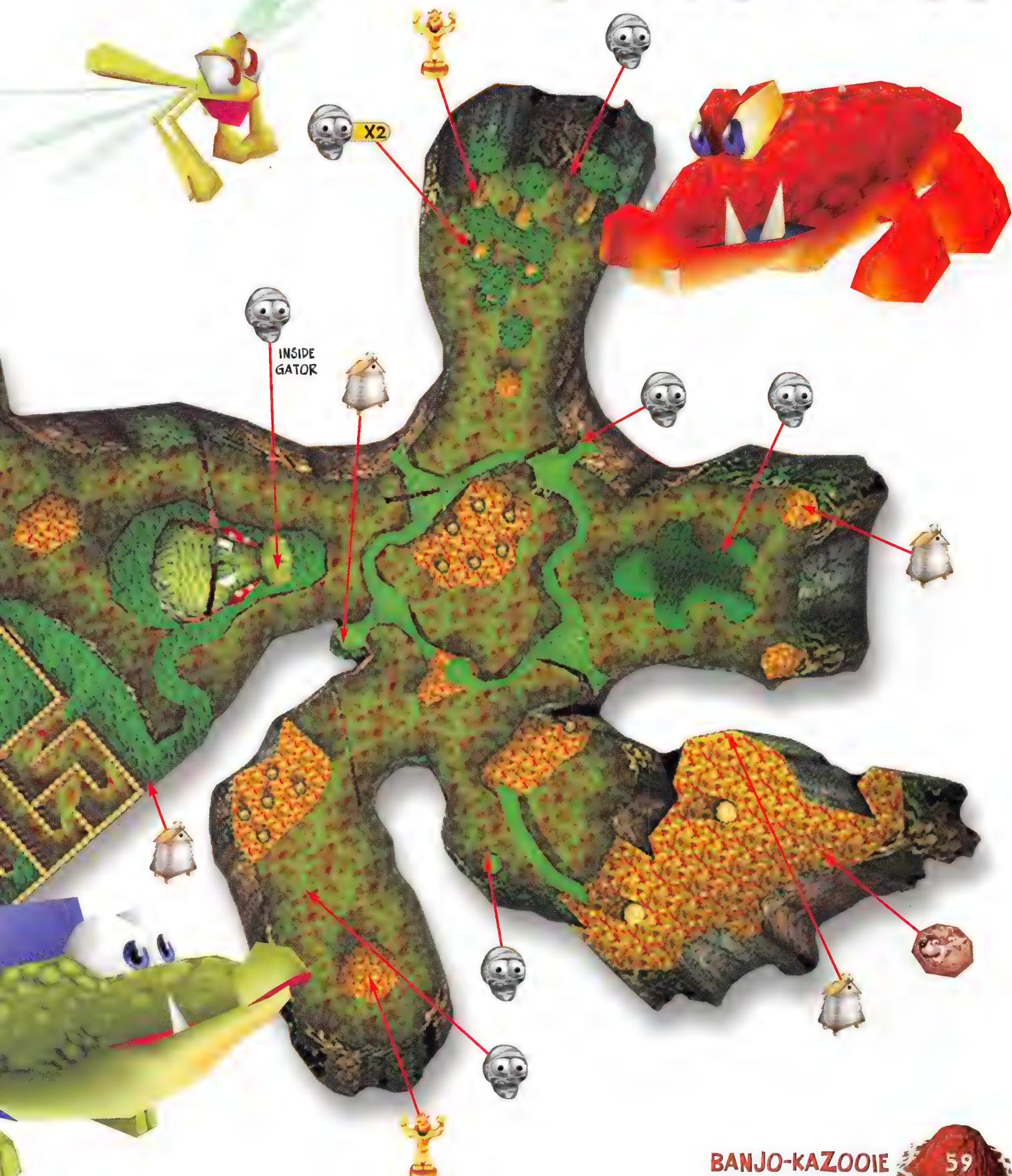


There are three switches in the lair marked with pipes and a drain. If you Beak Bust all three, you'll open the grate leading to the Bubble Gloop Swamp puzzle picture.



INSIDE  
MUMBO'S HUT

# BUBBLE GLOOP SWAMP





## A FORTY-FIVE-SECOND RACE

Shortly after you enter Bubble Gloop Swamp, you'll stumble across a green Puzzle Switch. If you Beak Bust the switch, you'll have 45 seconds to trot to the end of the narrow, elevated trail that starts next to the switch. If you use the Talon Trot and ignore the notes and eggs on the path, you'll have enough time to reach the piece. Pick up the extra items after you get the Jiggy.

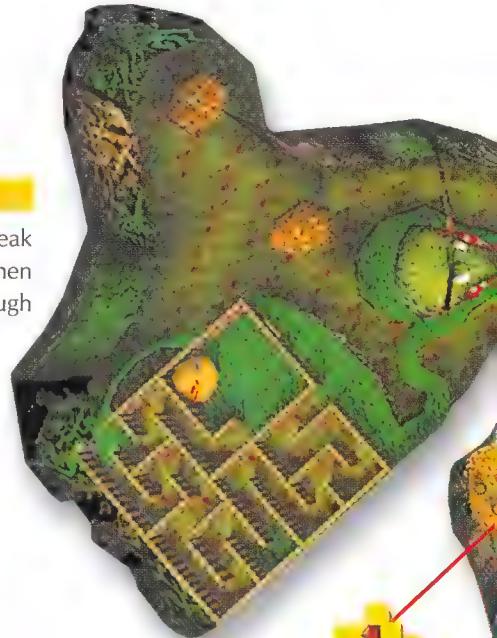


Beak Bust the Puzzle Switch and start running up the trail. The notes and eggs along the path are there to distract you. Come back and collect all of them after you get the puzzle piece at the end of the trail.



## BREAK THE BIG EGG

You'll have to break the pink egg in five places to hatch the Jiggy inside. An X marks the weak spot on the shell. Shock Spring Jump on top of the egg and Beak Bust through the first layer, then hop down and hit the egg with your Rat-a-tat Rap. Flap Flip up on the egg and Beak Bust through the third layer. A Beak Barge and one final Beak Bust will earn you the puzzle piece.



## FLIBBIT AMBUSH

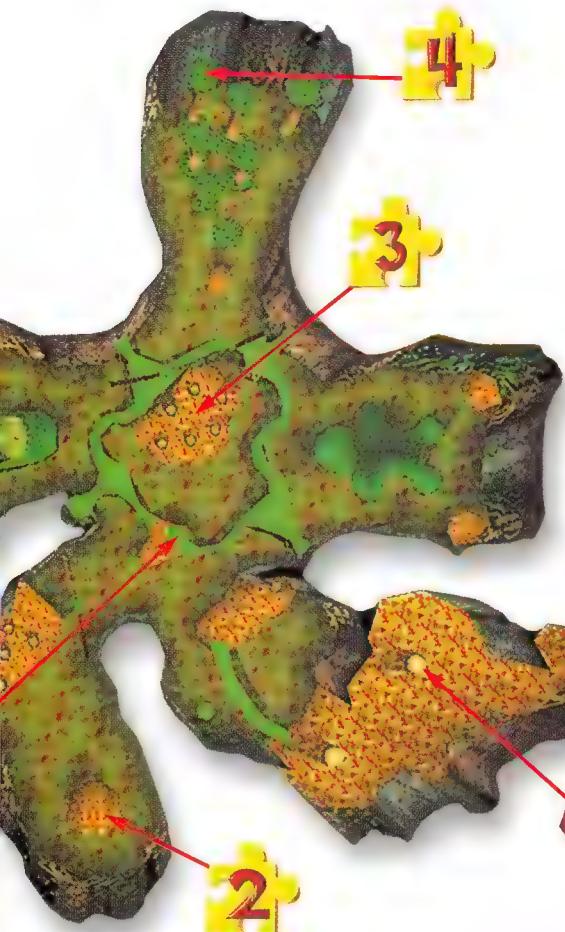
There are six Flibbits guarding a Jiggy in the center of the swamp. These tough, striped frogs will attack you in pairs and take two hits each to defeat. Because the short Flibbits spend more time on the ground than in the air, Banjo's Fearsome Forward Roll is more effective at hitting them than high attacks like the Rat-a-tat Rap or the Beak Buster.



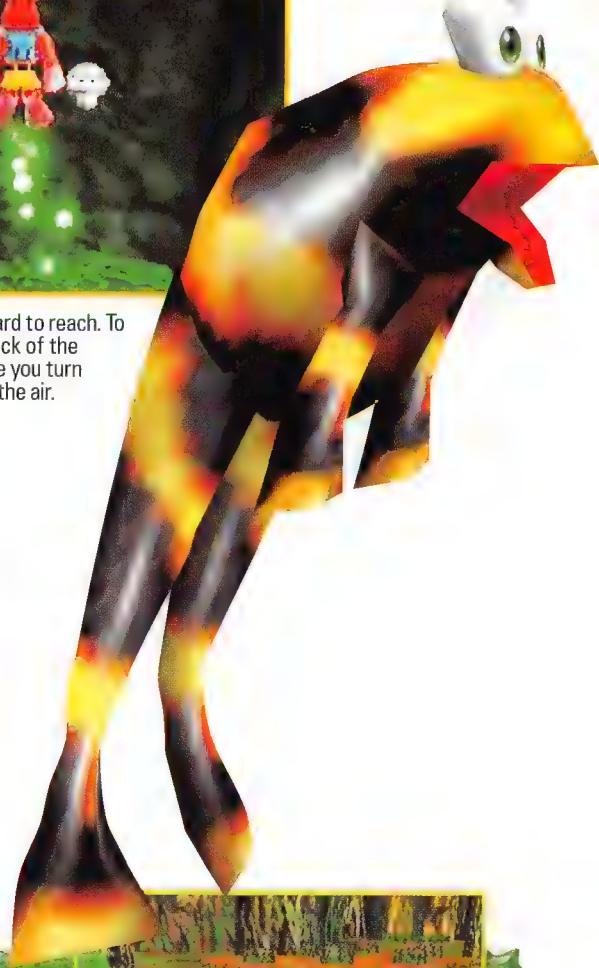
4

## HIGH-RISE HUTS

Like the thatched dwellings you found in Mumbo's Mountain, the six high-rise huts in Bubble Gloop Swamp must be flattened with the Beak Buster attack to reveal the goodies hidden inside. The first two huts have nothing but Shock Jump Pads inside, but as you work your way up through the remaining four huts, you'll uncover a Witch Switch and a Jiggy.



The Mumbo Token is hard to reach. To catch it, step to the back of the Shock Jump Pad before you turn around and spring into the air.



WAIT A SECOND, GUYS! DON'T RUN OFF INTO THE DEEP END!

Hey, Banjo! Put Feather Head to work! Before you go running off to the water, find me over by the Start/Exit Pad. I'll show you how to use the Wading Boots. These big, black boots might not be on the cutting edge of fashion, but they're just Kazooie's size and they'll keep those nasty piranhas from cutting their teeth on the soles of your feet.



Learning how to use the Wading Boots will save you precious time and toes when you step out into piranha-infested waters.

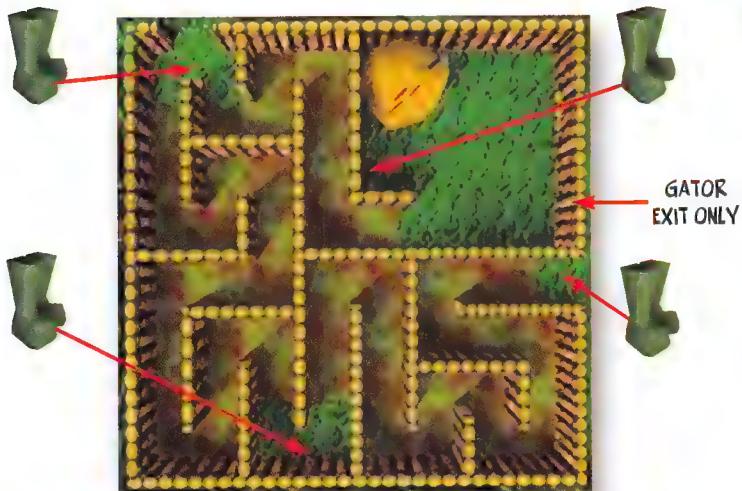


## A TREACHEROUS TRAIL

There's a green Puzzle Switch next to the third pair of Wading Boots in the maze to Mumbo's Skull. Once you've hit the switch, you'll have ten seconds to run to the Jiggy at the end of the trail. Move the camera behind Banjo before you start running.



If you move the camera directly behind Banjo, you can make it to the Jiggy within six seconds. If you find yourself running out of time, jump for the Jiggy before the hourglass runs out.



## MEAN MR. VILE

Mr. Vile is waiting to play gator games with you near the center of the swamp. Pay Mumbo to turn you into a gator so you can crawl through the marsh and into one of the giant alligator's nostrils. Inside, you'll find Mr. Vile, who will challenge you to eating contests. If you win, he'll reward you with a Jiggy. If you lose to vile Mr. Vile, run away before he punishes you!



To win Mr. Vile's contest, run in front of him and devour the Yumblies and Grumblies he tries to eat. If you can stay a step ahead, you'll starve him into defeat.

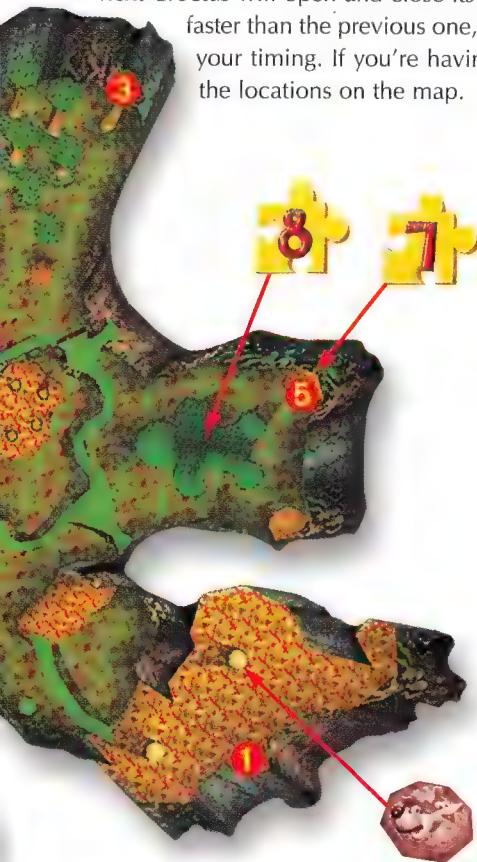




## FEED THE CROCTUS

You'll earn another Jiggy if you feed eggs to the five Croctus statues. You'll find the first one by the Start/Exit Pad. Shoot an egg inside the Croctus's open mouth before its jaws slam shut. After you successfully feed the first statue, another one will appear. The next Croctus will open and close its mouth

faster than the previous one, so you'll have to practice to perfect your timing. If you're having problems finding a statue, check the locations on the map.



## 8P TANKTUP

Tanktup is a turtle of gargantuan proportions, but his brain is actually very tiny. He can't figure out how to warm his chilled feet. Beak Bust Tanktup's feet to make him retract his limbs into his shell. Once his feet are warm, the turtle will reward you with a Jiggy. Before you go exploring elsewhere, be sure to look down his throat.



IT NO EASY BEING GREEN. ME SHOW YOU BY TURNING YOU INTO GATOR.

Bear and bird no walk in water unless Mumbo turn them into crocodile. Once me turn you to gator, you safe to waddle into piranha-infested swamp. As gator, fat Banjo be small enough to enter nose of giant alligator head. Crawling into gator nostril sound dangerous, so Banjo go while Mumbo be smart and stay home. Me no wear three feathers and sit in big chair for nothing.

X10

9

## BE A MASTER MAESTRO

Tiptup isn't just a racer—he's the leader of his own choir inside Tanktup's shell. You'll need to successfully duplicate three of Tiptup's songs to earn your Jiggy. Copy the choir's melodies by Beak Busting

the shells of the six turtles. The first song they croon has only three notes, so it's easy to remember, but the second and third songs require some practice. You may find it easier to assign a number to each member of the choir and write down the order of the notes in each song.



To get your Jiggy, you'll have to duplicate the song the choir sings. Stand on each choir member's shell and use your Beak Buster to make them sing their hearts out.

The turtles won't sing if you Beak Bust them on their heads. You'll get better results if you stomp on their back. This choir won't perform for gators.



## 10 THE JINJOS FIVE

The five Jinjos in Bubble Gloop Swamp are easy to find, so you'll spend less time searching for them than in other levels. If you're worried about being bitten by piranhas, you can collect the Green, Orange and Pink Jinjos in the form of a gator.



The Blue Jinjo is at the top of the pole opposite the maze leading to Mumbo's Skull.



The Green Jinjo is in a cave above the swamp. Take the elevated trail to reach him.



The Orange Jinjo is against the wall. Gators have no problem walking here.



You won't find any Wading Boots near the Pink Jinjo, so wait until you're a gator before you collect him.

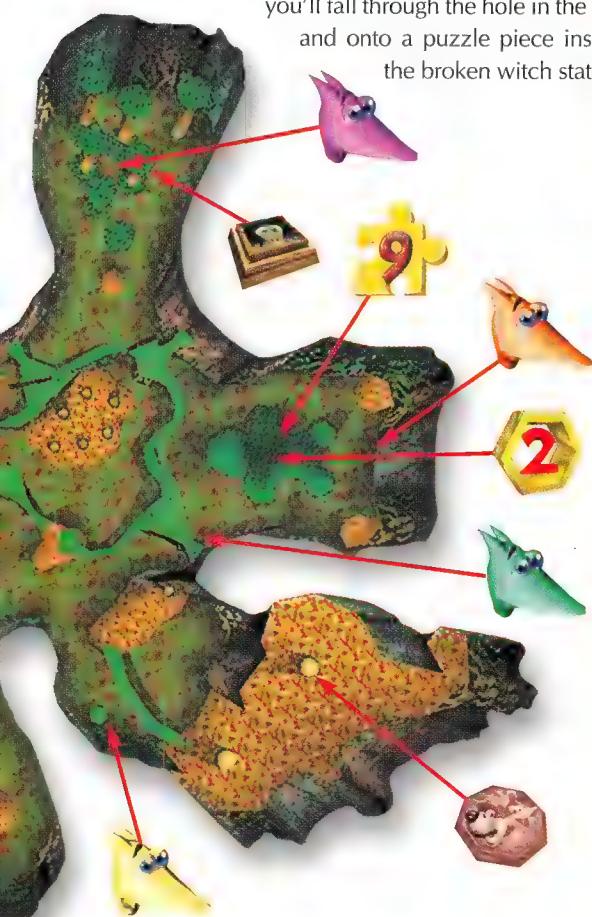


You'll see the Yellow Jinjo on your way into the swamp. Grab him with a Double Jump.



## INTO THE URN

Weird stuff happens when you hit Bubble Gloop Swamp's Witch Switch: The hat on the witch statue back inside Gruntilda's Lair explodes, but a Jiggy never appears. You won't find a way to jump or climb up on the broken hat, but you'll solve the mystery once you open the 260-Note Door. When you Shock Spring Jump into the urn upstairs, you'll fall through the hole in the hat and onto a puzzle piece inside the broken witch statue.



The Witch Switch mystery will be solved when you collect 260 notes for the next Note Door. In the room above the broken witch statue is an urn. Shock Spring Jump into it to land on the Jiggy inside the statue.



### INSIDE MUMBO'S HUT

The first Honeycomb Piece is inside Mumbo's Hut. This piece is high over the center of the room, so the best way to reach it is by climbing up on the support beams and Double Jumping to the piece.



### ABOVE THE CHOIR

The second Honeycomb Piece is floating in the air high above Tiptup's choir inside Tanktup's shell. To get it, climb up on Tiptup's podium and lean toward the choir as you do a Flap Flip Jump.



# 100 NOTES



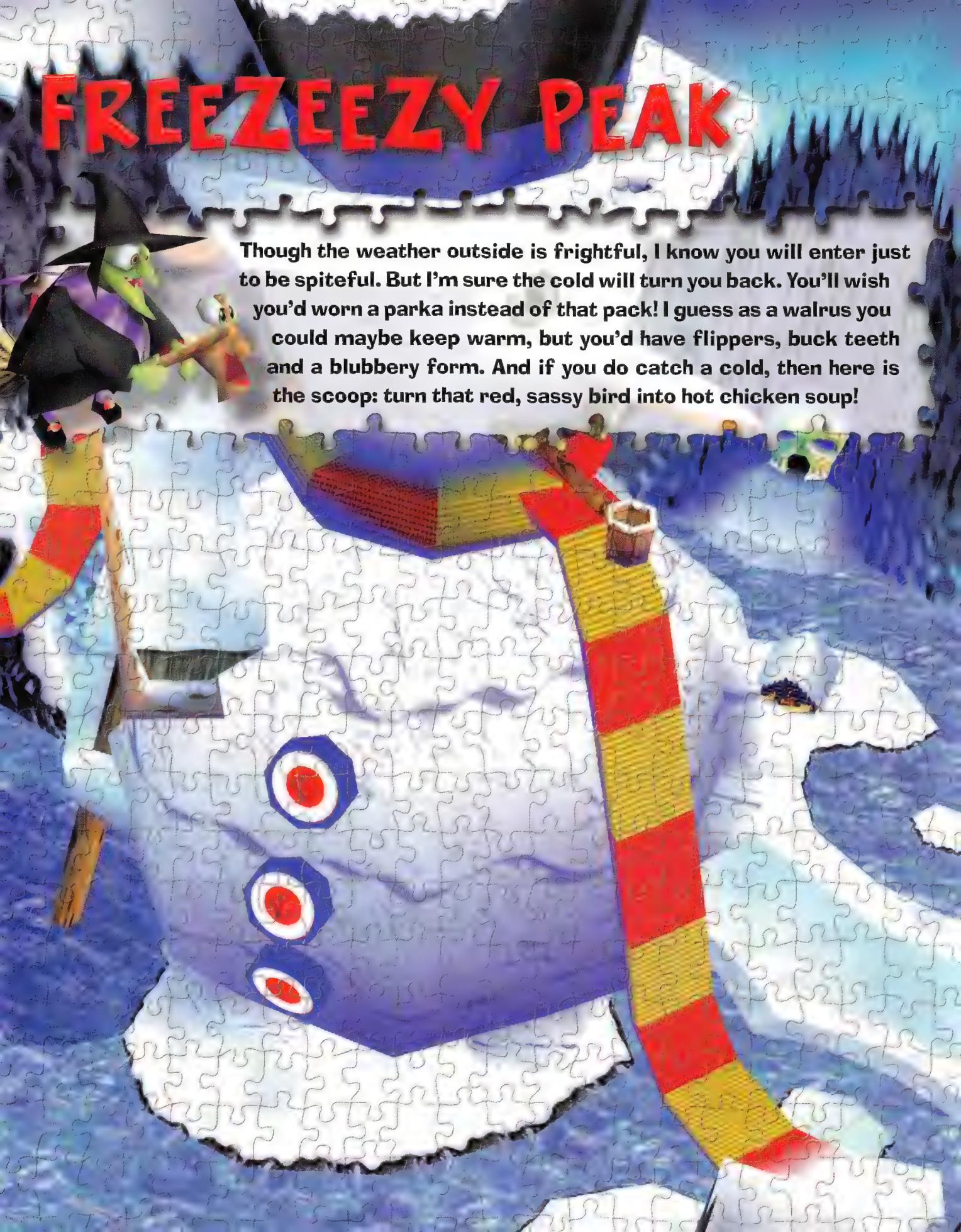
Don't bother going after these notes as Banjo—you'll just end up with bruised toes. Come back here after Mumbo transforms you into a piranha-proof gator.

There are a dozen notes in the maze, but you'll be munched if you stop to search. If you stay in the middle of the path, you'll pick up all of them.

You can grab the notes beneath the swamp ledges as Banjo, but you'll take a ton of damage. Come back here later when you've been turned into a gator.



# FREEZEZY PEAK



Though the weather outside is frightful, I know you will enter just to be spiteful. But I'm sure the cold will turn you back. You'll wish you'd worn a parka instead of that pack! I guess as a walrus you could maybe keep warm, but you'd have flippers, buck teeth and a blubbery form. And if you do catch a cold, then here is the scoop: turn that red, sassy bird into hot chicken soup!

# TO ENTER: 8 260

# FREEZEZY PEAK

Winter is perpetually in season on Freezeezy Peak, but the frigid weather here is so incredibly cold that only polar bears and walruses could call this bleak place home. If the numbing frostbite doesn't get you, the pounding blows of snowballs thrown by snowmen surely will.



## ENTERING FREEZEZY PEAK

You'll need eight puzzle pieces to complete the picture that opens Freezeezy Peak. You'll find the picture at the end of the drain pipe behind the entrance to Bubble Gloop Swamp.

You can get there using the Wading Boots, but you'll find the going much easier if you're turned into a gator. If you have collected at least 260 notes, you'll find the entrance to the right of the green-eyed witch statue in Gruntilda's Lair.



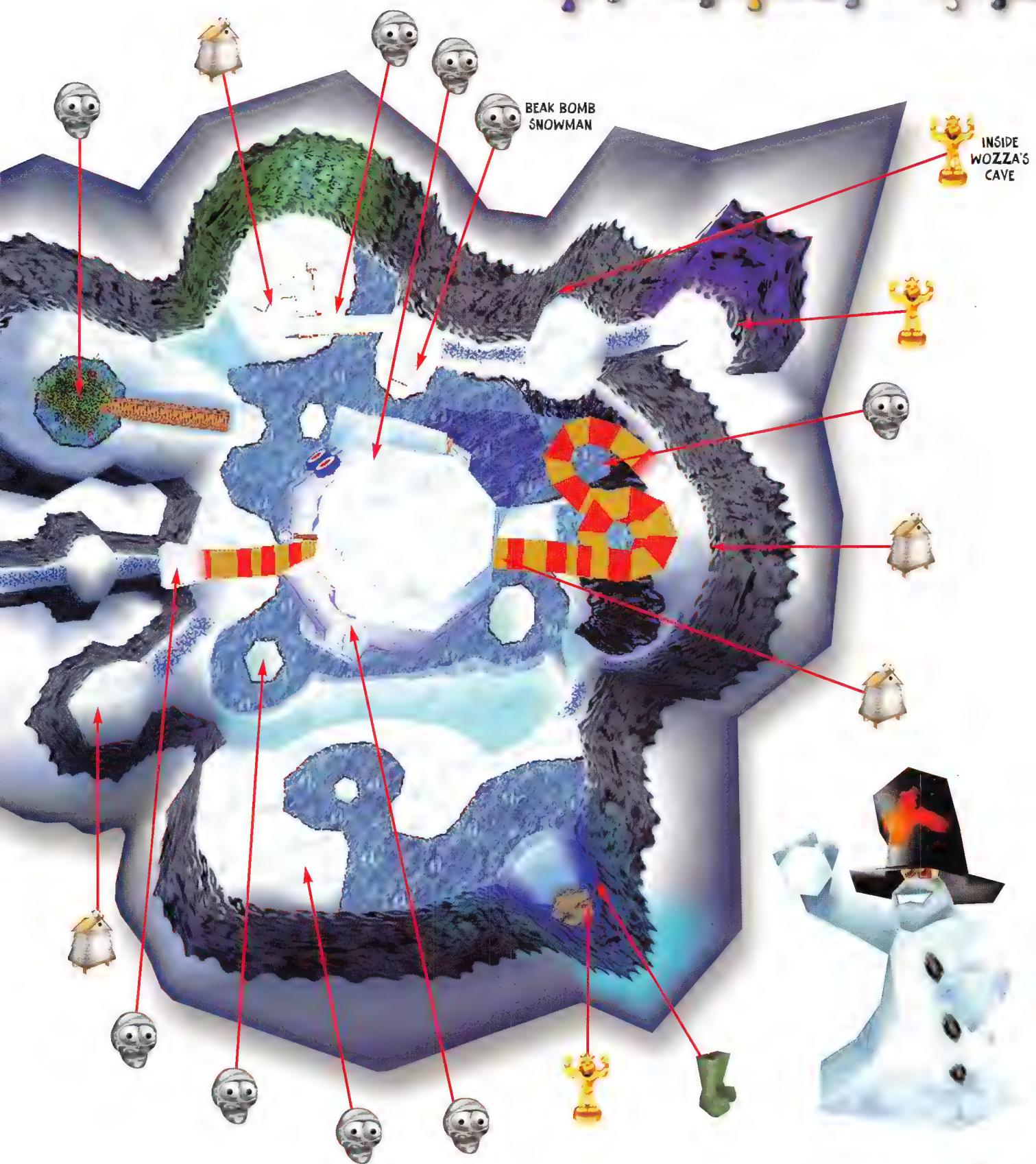
INSIDE BOGGY'S HOUSE



ENTRANCE



# FREEZEEZY PEAK





## INSIDE THE SNOWMAN'S PIPE

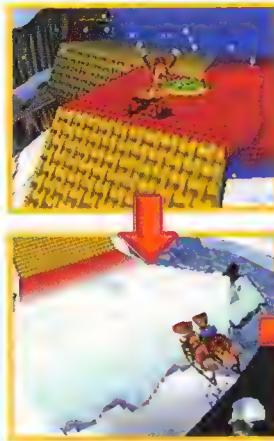
One of the easiest puzzle pieces to find is inside the snowman's pipe. You could fly up there, but it's tough to find a decent place to land. The safest approach is to trot up the snowman's twisted muffler, collecting all nineteen notes along the way. Carefully jump among the snowman's wooden teeth, then edge your way out across the pipe stem until you can jump into the barrel.



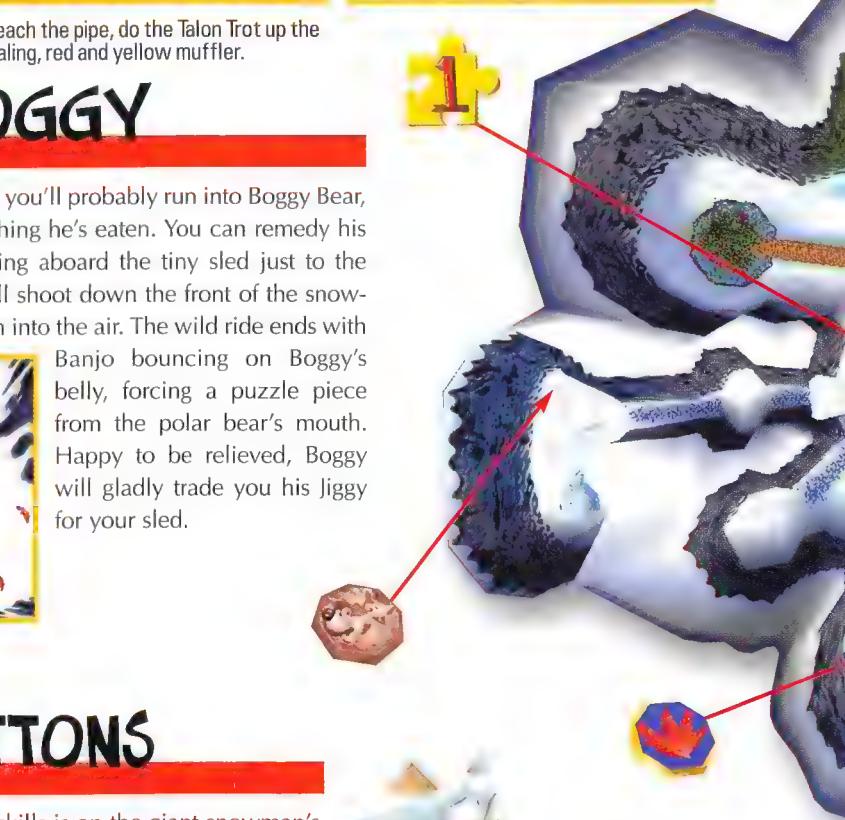
To reach the pipe, do the Talon Trot up the spiraling, red and yellow muffler.



## BOUNCE ON BOGGY



When you first enter the level, you'll probably run into Boggy Bear, who is groaning about something he's eaten. You can remedy his peptic predicament by hopping aboard the tiny sled just to the right of the pipe. The sled will shoot down the front of the snowman's muffler and launch high into the air. The wild ride ends with Banjo bouncing on Boggy's belly, forcing a puzzle piece from the polar bear's mouth. Happy to be relieved, Boggy will gladly trade you his Jiggy for your sled.



## BOMB THE BUTTONS

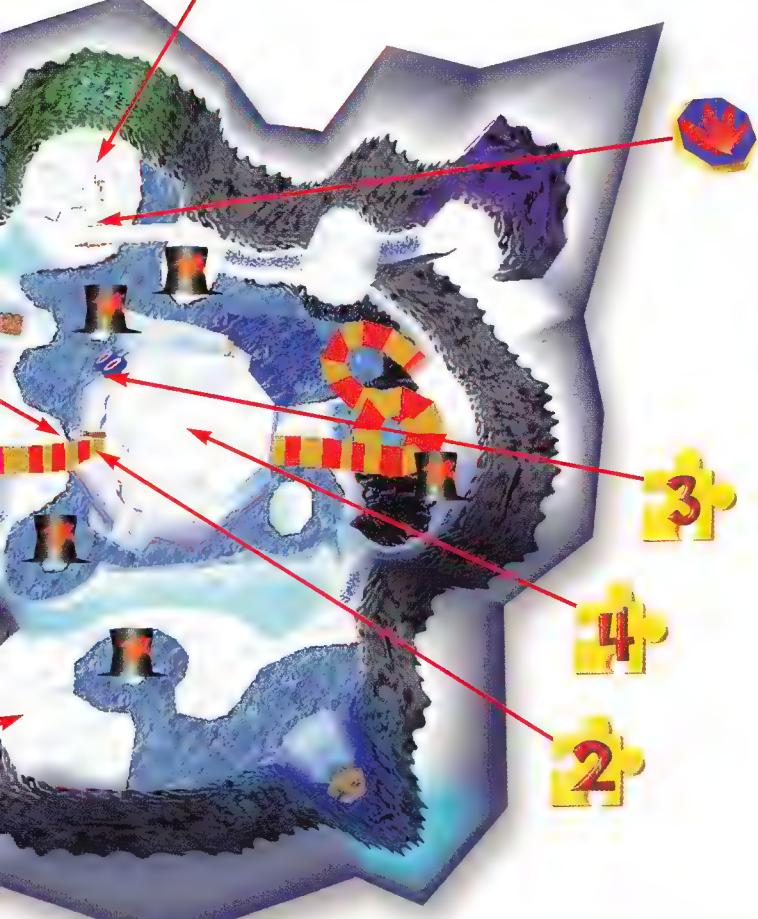
The first place you should test out your new Beak Bomb skills is on the giant snowman's three big, red and blue buttons. If you bomb all three of them, you'll earn a Jiggy. Before you fly, make sure you have at least ten Red Feathers, especially since you'll expend one feather each time you use the Beak Bomb, and you'll probably use up several figuring out how to score a direct hit.



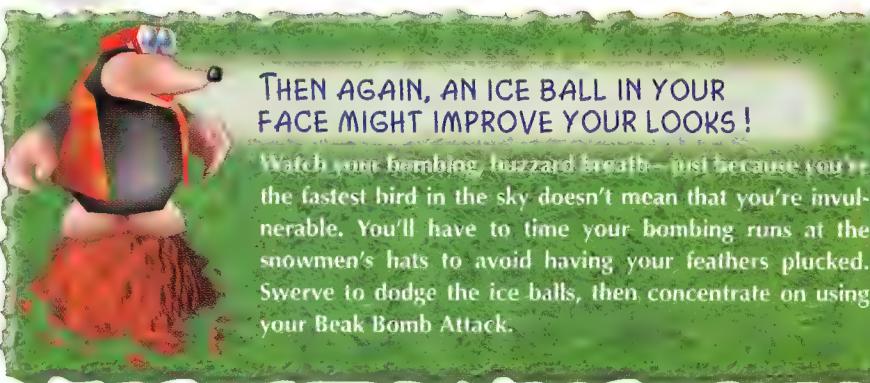
## 4+

## HAT BASHING

Next to the second sled race with Boggy Bear, bombing the hats off the five snowmen is the toughest task in Freezeezy Peak. To melt these nasty snow mongers, you'll have to Beak Bomb the red Xs on their black hats. The snowmen will always turn to face you as you approach, so you won't have to worry about hitting the wrong sides of their hats. Don't be the target of one of their snowballs—they'll stop your dive-bombing attack cold. Quickly use the R Button to turn sharply away from the incoming projectiles, then start your attack the moment the snowball flies past. If you're having difficulty finding all five snowmen, check out the hats on the map for their locations.



Line yourself up with the hats on the snowmen, then use your Beak Bomb Attack. If you bomb all five, you'll earn a Jiggy.

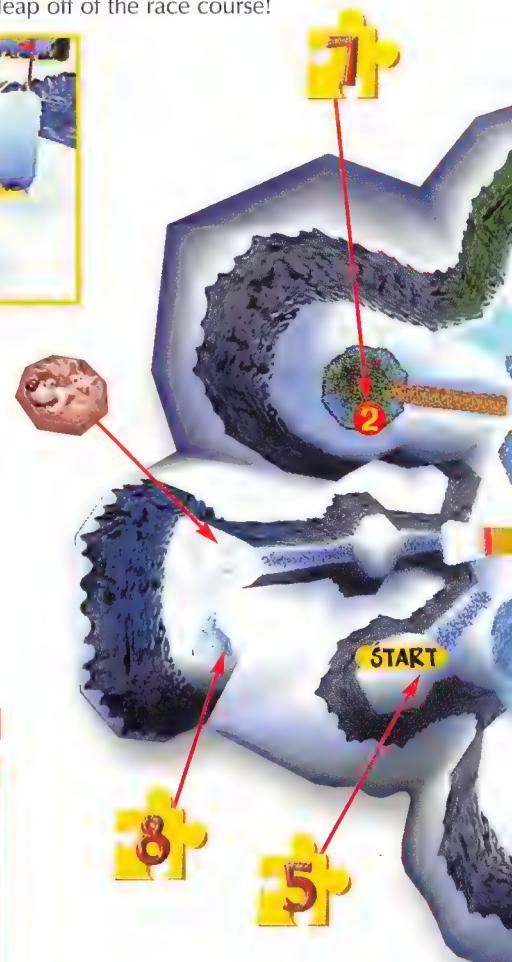


The snowmen will try to pelt you with ice bombs while you're lining up your attack. To avoid taking a hit, dodge the icy snowballs, then quickly counter with a Beak Bomb.



## SLED RACE PART 1

After you give Boggy a sled, he'll start looking for challengers to race for a puzzle piece. You'll find him at the top of the hill next to the trail leading to the Start/Exit Pad. Unfortunately, Boggy thinks Banjo is too big to race. If you visit Mumbo and pay him fifteen Mumbo Tokens, he'll turn you into a walrus. After you're transformed, you'll fit perfectly on the sled. Passing Boggy on the turns will be your best strategy. You can get a speed boost each time you jump, but make sure you don't accidentally leap off of the race course!



## A WALRUS WELCOME

Wozza is a paranoid walrus who lives inside an ice cave to the right of the pile of presents. If you visit him first as a bear, he won't give you the time of day, but he'll gladly open his cave to another walrus. It's important to see Wozza twice—first as a walrus to get the Jiggy and the Honeycomb Piece in the back of the cave. Return as Banjo so you can Flap Flip Jump up to the ledge where the Orange Jinjo is waiting for you.





## LIGHT UP THE TREE

You'll earn another Jiggy by protecting the Twinklies from the Twinkly Munchers and lighting the top of the tree near the Start/Exit Pad. Stomp on the present at the end of the runway to release the Twinklies. As the Twinklies bounce up the ramp, you'll have to knock down the green Twinkly Munchers before they can eat the hopping lights. If the Twinklies survive the crossing, they'll ask you to turn on the power. Spit eggs at the star-shaped switch at the base of the tree to turn on the lights. Once the power is on, you'll have 60 seconds to fly through the star at the top of the tree three times to earn your Jiggy.



## FIND THREE PRESENTS

1



2



3



Boggy forgot to give his kids presents! If you can take three gifts to their igloo near the Start/Exit Pad, they'll reward you for your hard work. The locations of the three presents are indicated on the map. Look for the green gift on an island, the red present inside the tree, and the blue gift near the tip of the snowman's nose. After you've given the bears their presents, they'll give you a shiny Jiggy in return.



9+

## SLED RACE PART II



Boggy is back for a rematch, but this time he wants to race Banjo. The only way you're going to beat this powered-up polar bear is to put on the Running Shoes. You'll learn how to use the shoes when you talk to Bottles in Gobi's Valley. If you're playing through the game in the order we're presenting the areas, you haven't explored the valley yet. Don't worry about getting the Running Shoes now; just make a mental note to return later to get this final Jiggy in Freezeezy Peak.



10+

## THE JINJOS FIVE

Searching for Jinjos will be a piece of frozen cake if you Beak Bomb the snowmen before you look around. The mean ol' snow guys have an annoying way of wearing you down with snowballs, especially when you have only one or two Jinjos left to find. While it's tempting to transform into the thick-skinned walrus, you'll be too heavy to jump up to the Orange and Pink Jinjos if you do.



The Blue Jinjo is on top of the snow-covered broom next to the giant snowman's head.



The Green Jinjo is behind the cottage on the shore of the lake by Mumbo's Skull.



The Orange Jinjo is waiting for you on a ledge above the campfire inside Wozza's cave.

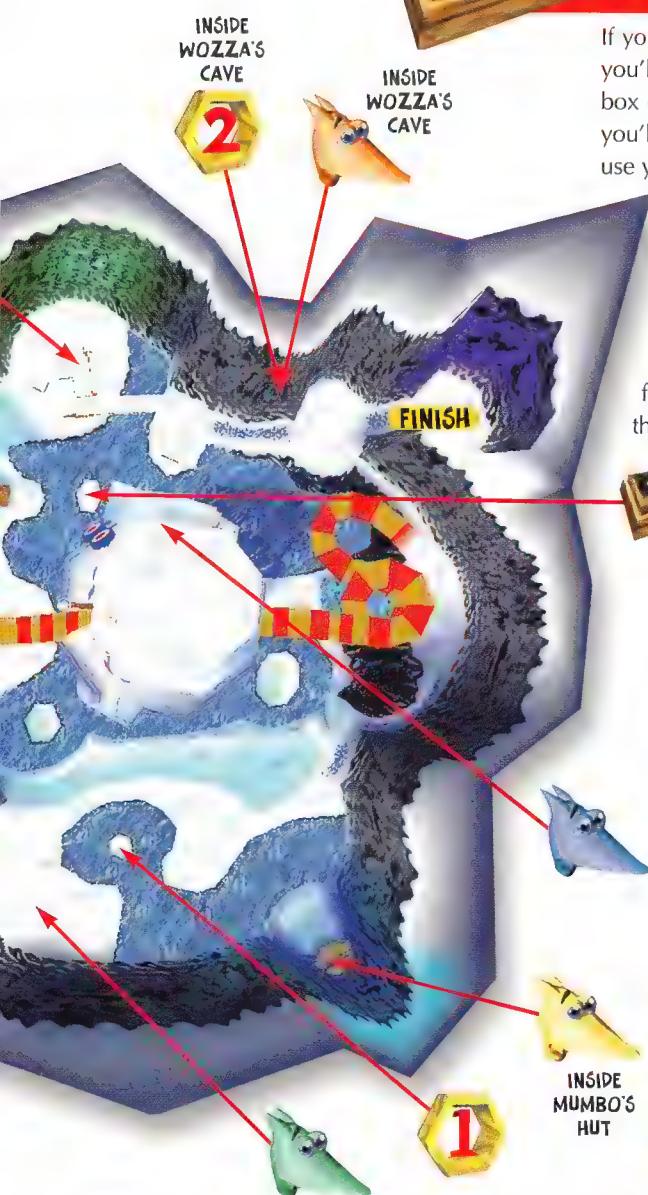


The Pink Jinjo is on top of the tallest present in the gift pile near the tree.



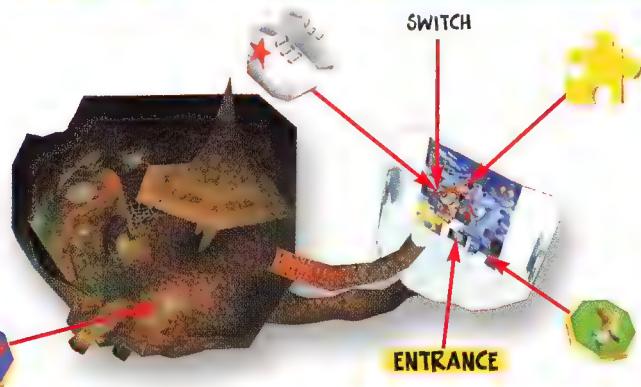
The Yellow Jinjo is up on the beams that support the walls inside Mumbo's Skull.

## TO THE TOP OF THE SIGN



If you pound the Witch Switch beneath the snowman on the island near the tree, you'll release a puzzle piece back in Gruntilda's Lair. This Jiggy appears in a tiny box on top of the sign framing the entrance to Freezezy Peak. To get the piece, you'll have to learn how to use the Running Shoes in Gobi's Valley. Once you do, use your eggs to break the web in the Lair. Then return to the sign and jump up to

the switch inside the sign. When you step on the switch, a Flight Pad will appear in the next room. You'll have ten seconds to grab the running shoes, run down the corridor and leap onto the Flight Pad before it disappears. If you make it to the Flight Pad, you'll be able to fly back to the top of the billboard and reach the puzzle piece.



## BEAK BOMB THE SNOWMAN

**1**  
You'll find a Honeycomb Piece beneath the snowman on the island in the lake near Mumbo's Hut. To defeat the snowman, use Kazooie's flying Beak Bomb attack on the red "X" on his black top hat.

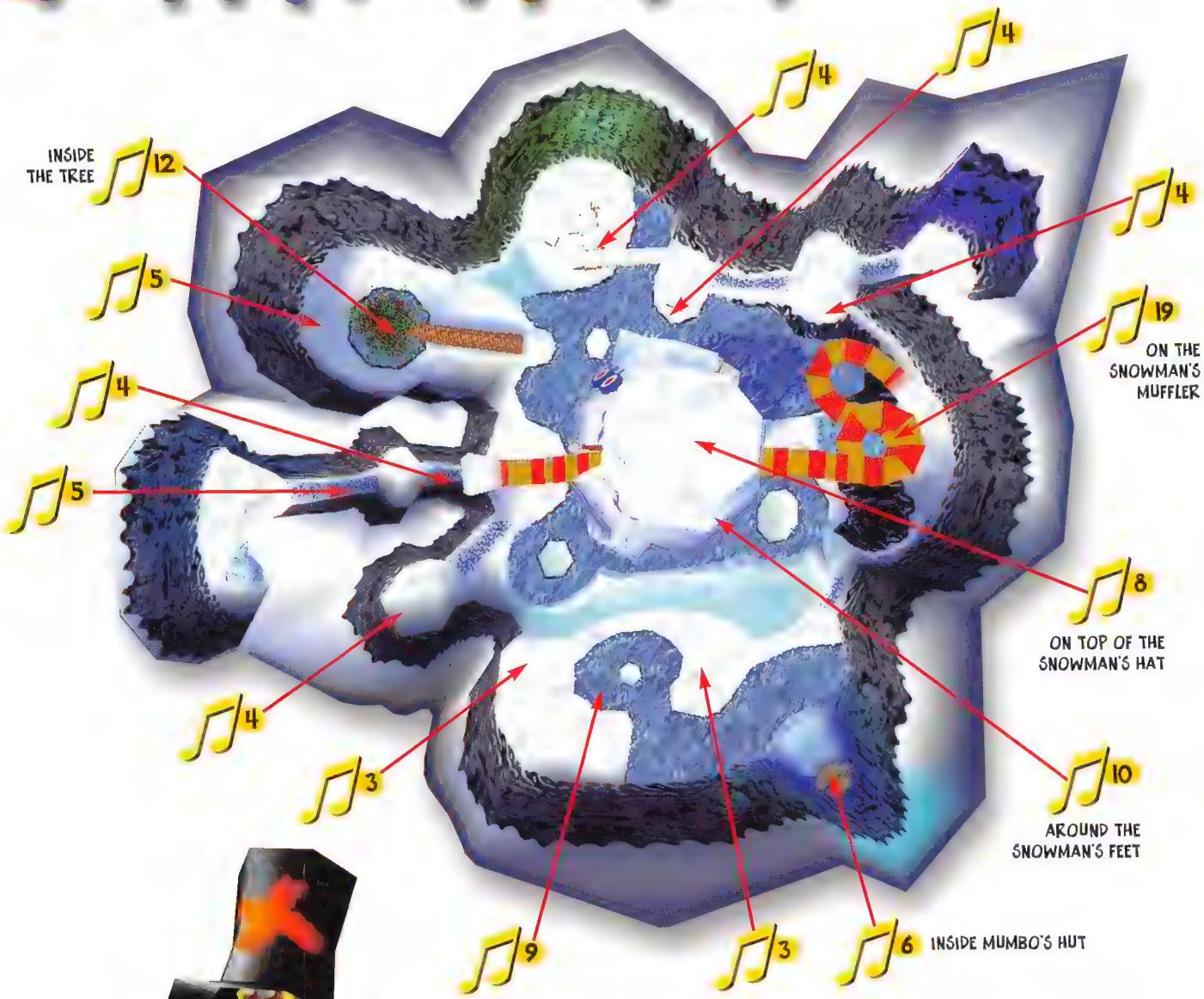


## INSIDE WOZZA'S CAVE

**2**  
You'll have to be transformed into a walrus to find the Honeycomb Piece in the back of Wozza's cave. Jump into the pond next to the campfire, then swim down until you find the hidden cavern.



# LOONOTES



## HIT THE HUT



There are six notes on the beams that support the walls inside Mumbo's Hut. Many players confuse these notes with the twelve inside the tree.

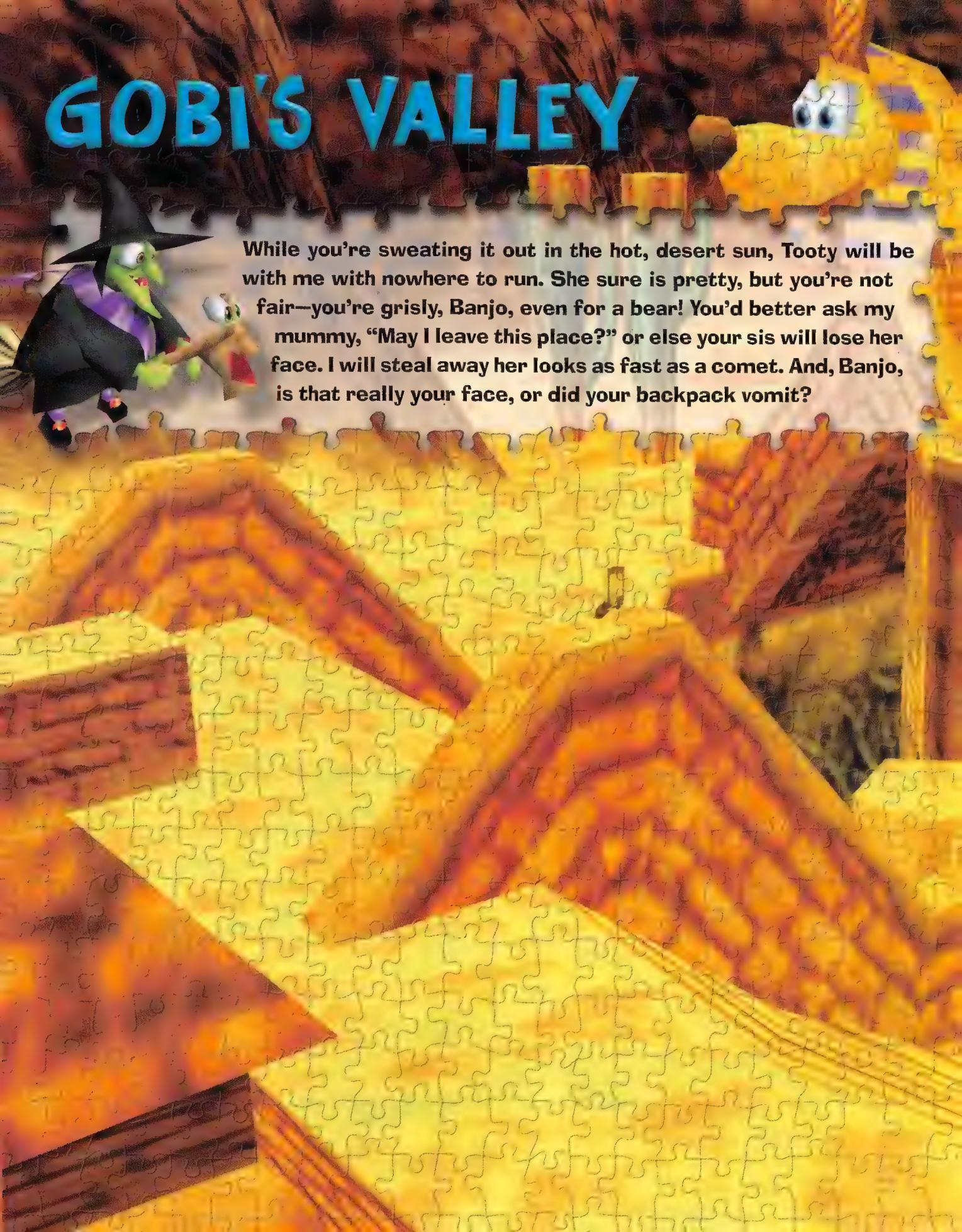
## TAKE A SWIM



You'll find nine notes in the icy water near the cottages. The snowballs thrown by the snowmen can't hurt you if you're swimming in the water.

# GOBI'S VALLEY

While you're sweating it out in the hot, desert sun, Tooty will be with me with nowhere to run. She sure is pretty, but you're not fair—you're grisly, Banjo, even for a bear! You'd better ask my mummy, "May I leave this place?" or else your sis will lose her face. I will steal away her looks as fast as a comet. And, Banjo, is that really your face, or did your backpack vomit?



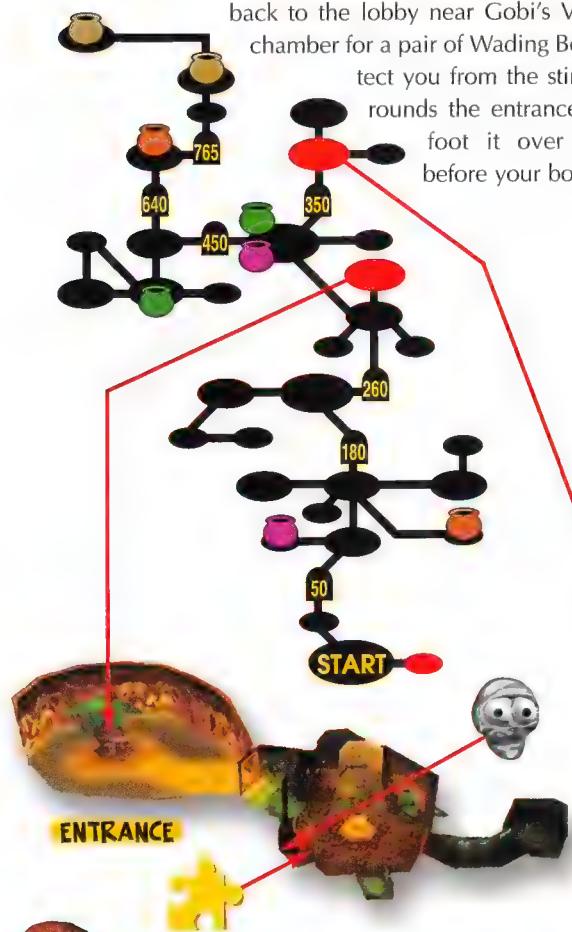
# TO ENTER: GOBI'S VALLEY

Dust and bones are all you might expect to find, but these pyramids are surprisingly alive with puzzles and potent enemies. You'll need more than a degree in archaeology to explore this dangerous desert; a first-degree black belt in karate would definitely come in handy, too!



## GLIDING INTO THE GOBI

Gobi's Valley is located just past the 260-Note Door, but the puzzle that unlocks it is behind the 350-Note Door, so you'll have your work cut out for you. Once the puzzle is complete and the way is clear, come back to the lobby near Gobi's Valley. Check a side chamber for a pair of Wading Boots. These will protect you from the stinging sand that surrounds the entrance to the valley. Hot foot it over the gritty "moat" before your boots fade away.



Like Bubble Gloop's swamps, the desert will require Wading Boots for protection as you cross oversized sand traps.







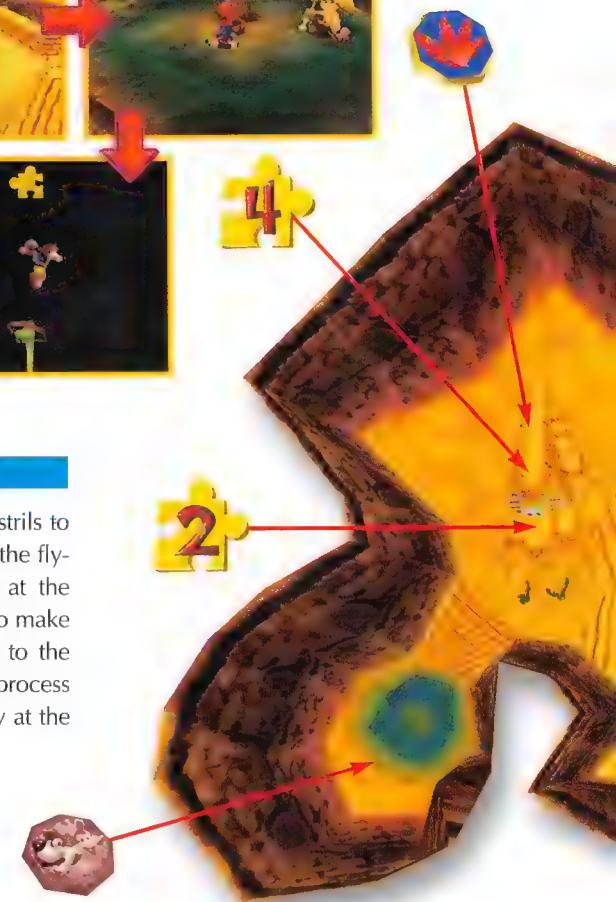
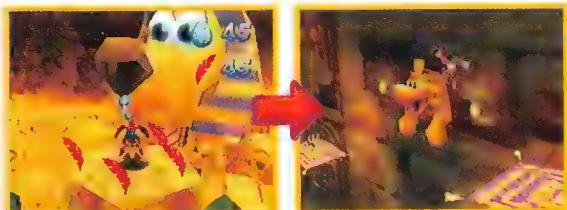
## CHARMING PERSONALITY

Use the Flap Flip Jump to make your way around the side of Jinxy the Sphinx. Jump up onto his back and use the Flight Pad to take off. Look for a pyramid with a bull's-eye target mounted on its top. Hit the target head-on with a Beak Bomb. This will open a door in the base of the pyramid and start a timer. Land quickly (a Beak Buster should do the trick) and enter the door before the timer runs out and the door slams shut. Once inside, lay three eggs in Rubee's basket. Histup the snake will then stretch his body upward. Climb up to find a Jiggy.



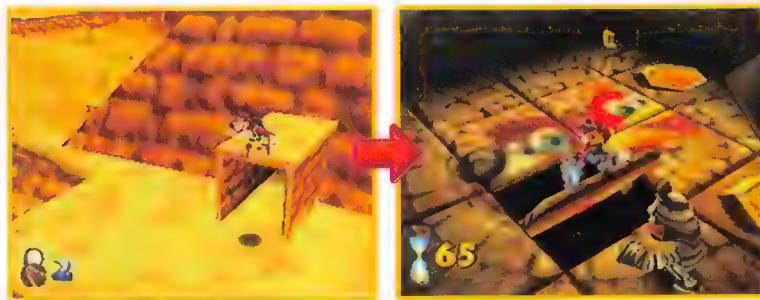
## OUTTHINK A SPHINX

Jump from Jinxy's head onto the platforms in front of him. Shoot eggs into his nostrils to make him sneeze and open the door between his paws. Go inside and hop onto the flying carpet. Shoot eggs at the Jinxy head on the wall to make the carpet move. Jump to the next carpet. Repeat this process until you reach the Jiggy at the far side of the room.



## PYRAMID PUZZLE

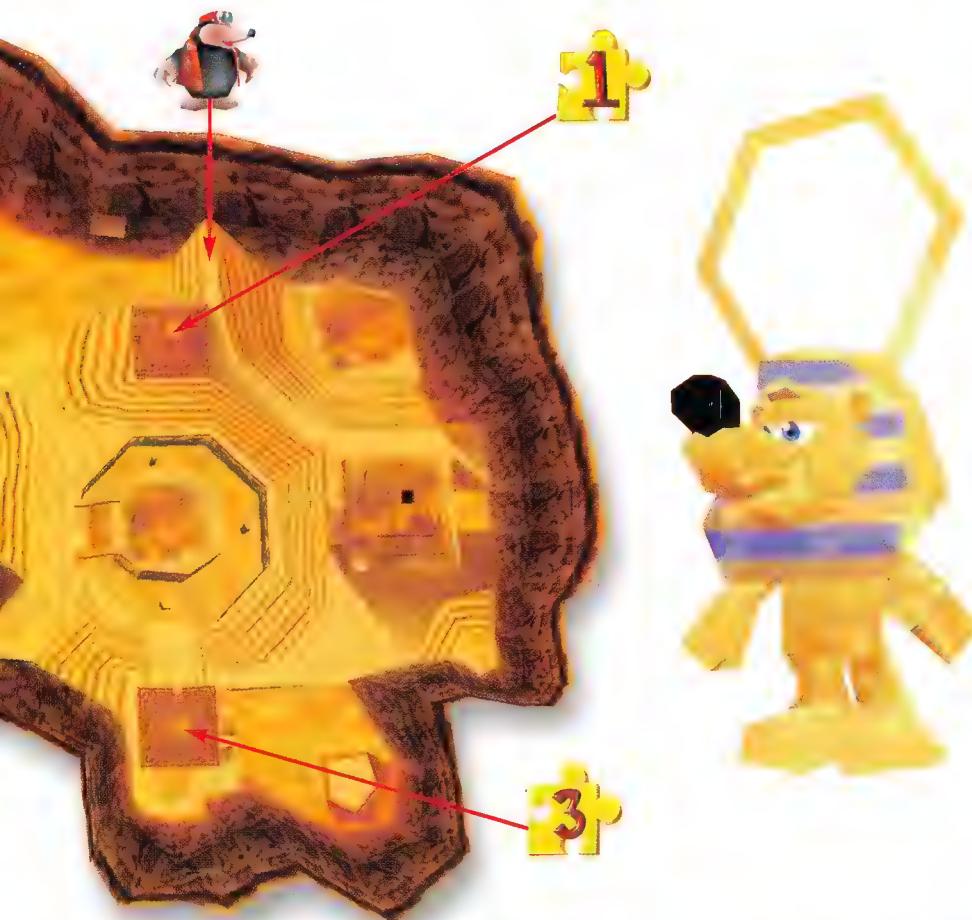
Press the switch at the top of the pyramid to open the door at its base. The floor inside is laid out like a huge game of Concentration. While avoiding the mummy, use the Beak Buster to flip over the floor tiles. Match all of the tiles before the timer runs out to win a Jiggy. If you make too many mistakes, you can quickly exit and reenter the pyramid to reset the puzzle.



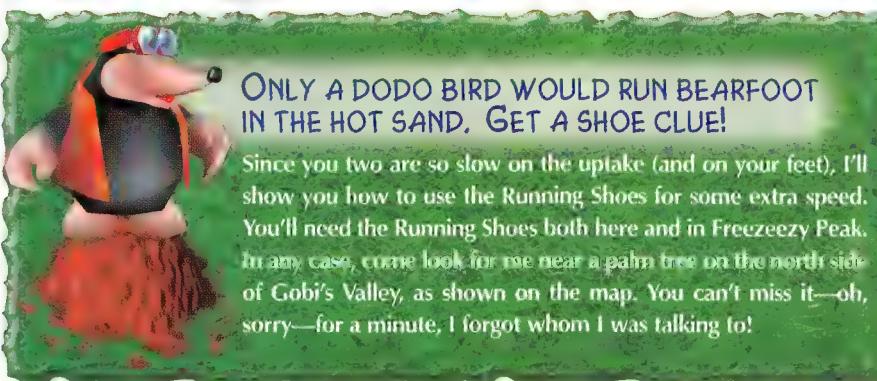
4P

## BREEGULL BARNSTORMING

According to archaeologists, the small sphinx in Gobi's Valley represents one of the mythical "Ancients." There were five Ancients in all, but no one was able to locate the rest of them. That is, until now. Take off from Jinxy's back and head toward the Ancient. Fly through the ring on his head. He'll sink into the sand, and another Ancient will pop up somewhere else in the valley. Fly through his ring next. Repeat this flyby process until you uncover all five Ancients. When you fly through the last ring, the Ancients will honor your accomplishment with a Jiggy.



When you fly through the last ring, a Jiggy will appear on Jinxy's back, right next to the Flight Pad.



The Running Shoes can be found in a couple of spots in Gobi's Valley. They'll also come in handy in Freezeezy Peak to defeat Boggy.



## SAHARA SHUFFLE

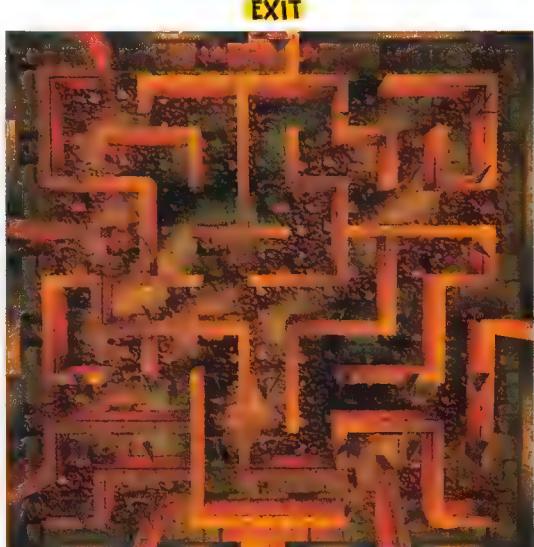
A sloping ramp winds around this pyramid from its base to its top. A switch at the bottom of the ramp opens a trap door at the peak of the pyramid. The door won't stay open long enough for you to reach it—unless you have the Running Shoes. A pair of shoes is tucked away in a corner at the base of the nearby cliff. Put the shoes on, run over the switch (you

don't have to use a Beak Buster to activate it) and head for the trap door. Once you make it inside, dive into the water and collect the Jiggy at the bottom of the pool. This will open a door at the base of the pyramid, draining all the water. The water will run down the dune and form a moat around the structure below.



## COOL POOL

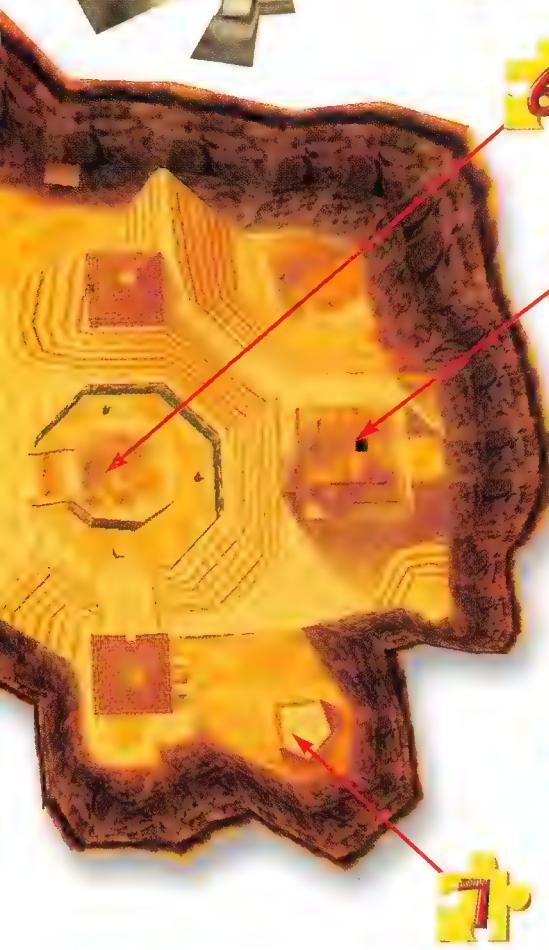
What was once a sea of quicksand will turn into a rippling pool after you've drained the upper pyramid. Now jump to each of the three platforms in the pool and shoot eggs at the Jinxy heads. As you shoot each one in the mouth, a pyramid will rise out of the a portion of platform. When you shoot the third head, a door will appear. Enter the pyramid and go from one side of the maze to the other before the timer runs out. If you don't make it, the ceiling will come crashing down, and you'll lose one life. If you make it, you'll enter a room with a golden chest in it. Leap into the chest to find a Jiggy.





## GOBI THE CAMEL

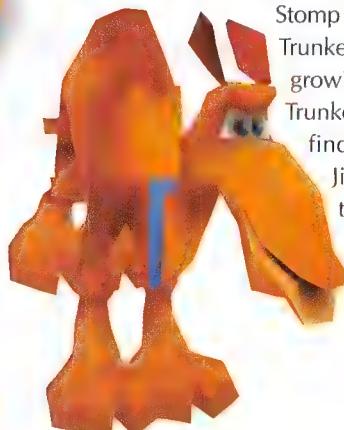
We don't know if the valley was named for the camel or if the camel was named for the valley, but either way, Gobi is not happy with his current situation. You can take the flying carpet express or wing your way over to his platform, where he's chained to the ground. Use the Beak Buster attack to break the stone and free him. He'll gallop off in search of food and water, but rest assured that this won't be the last time you'll see him.



## FRESH WATER

The next place you'll run into Gobi is at the oasis near the Start/Exit Pad. He'll be collapsed on the ground in front of a palm tree named Trunker.

Stomp on Gobi's back to make him spit up a little water for Trunker. While Gobi trots off in a huff, Trunker will start growing at an incredible rate. Double Jump to the top of Trunker's fronds to find the eighth Jiggy, ripe for the picking.



### IF YOU DON'T WATCH IT, SLAPPA WILL BE HAVING BREEGULL PÂTÉ FOR LUNCH!

Maybe there is such a thing as a land shark! A Slappa can slice through the dunes like a fish through water, and if one of them gets a whiff of your red-plumed tail, you'd better watch it. You can outrun them, but you can also try to dodge their Slicing Fingers then hit them with a Beak Buster.



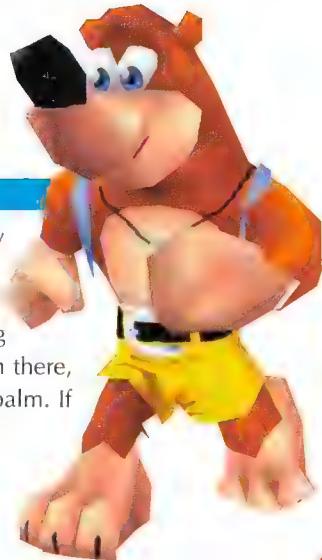
This creature, known as a Slappa, can be vulnerable when he's lying flat. Wait for him to stop the ground then move in with a Beak Buster.



## SLAPPA'S CHALLENGE

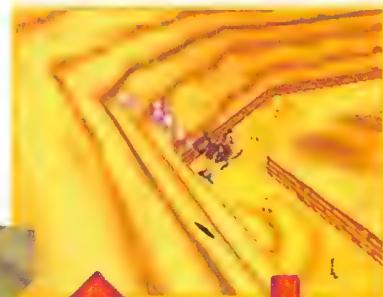
Slappa rules his corner of Gobi's Valley with an iron grip, but he'll give up his Jiggy if you beat his challenge: "To best me, you must be as swift as a grasshopper. When you can snatch the Jiggy from my hand, it will be time for me to leave."

To get the Jiggy before Slappa's grubby paw closes, you must have the Running Shoes. Look for a pair on the right side of the valley, as shown on the map. From there, run up to Slappa's sandy lair. Run straight toward his hand and hop up into his palm. If you miss and your shoes fade away, get another pair and try again.



INSIDE THE SPHINX

BEHIND THE START



## THE JINJOS FIVE

The once-jolly Jinjos are separated by the burning sands of Gobi's Valley, and it's up to you to reunite them. It will be easier and safer, however, to save the task of rescuing them for last. For example, it will be much less painful to search for the Blue Jinjo after you change the hot quicksand into a pool of cool water.



Change the quicksand into a rippling pool, then take a dip to find the Blue Jinjo.



Land on the pyramid and use the Talon Trot to reach the Green Jinjo.



Inside Jinxy, float the first flying carpet and turn around to find the Orange guy.



Run the pyramid maze and search for a Jinjo in the urns near the casket.



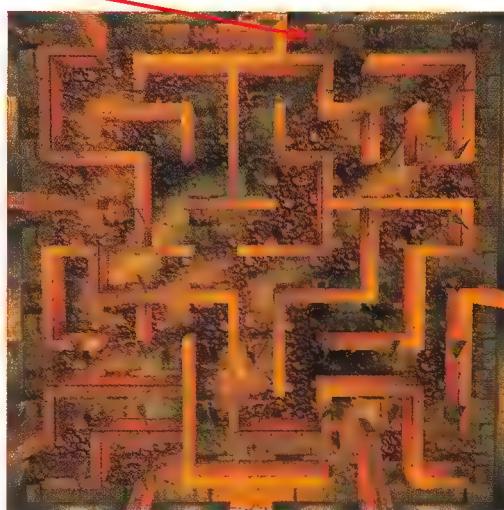
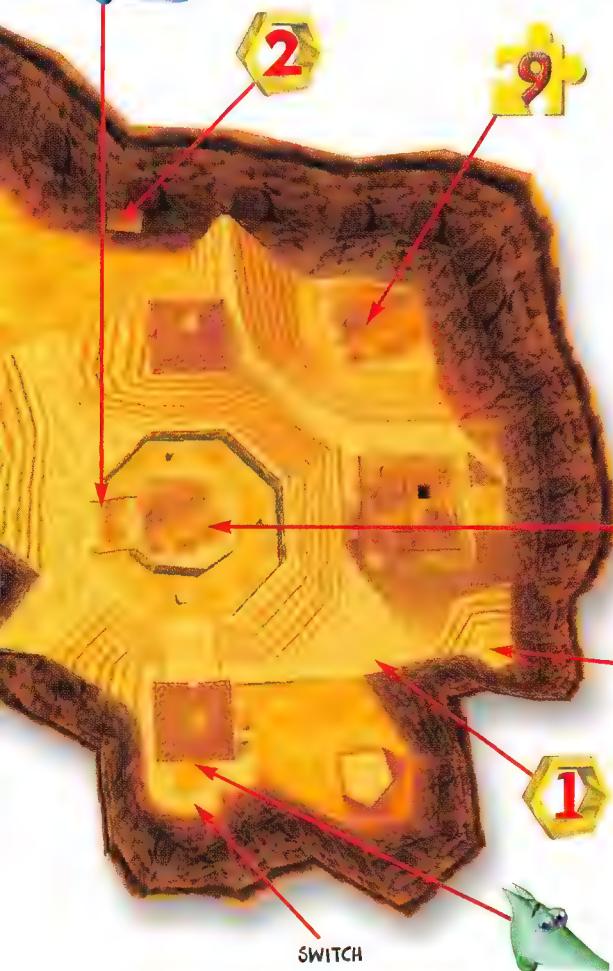
The Yellow Jinjo is stranded on a rock just behind the Start/Exit Pad.



A small, round, yellowish-green seedling with a single green leaf, growing in a small, square, brown container.

# COFFIN IT UP

Search the maze in the center pyramid for a Witch Switch. It's cleverly hidden on the other side of a wall near the exit. Once the switch is activated, the sarcophagus back in Gruntilda's Lair will pop open to reveal not a mummy but a gleaming Jiggy. Return to the lobby just outside the entrance to Gobi's Valley. In the center of the room is an urn with a Shock Jump Pad whirling around it. Step onto the pad and wait until it passes close to the sarcophagus. Take a flying leap off the pad toward the Jiggy. If your aim is true, you'll have another piece to the grand puzzle you're solving.



1

## CACTUS STUNT

Look for a switch near the center of this oddly shaped cactus. Step on the switch to make a Honeycomb Piece appear in the ring at the top of the cactus. Fly through the ring to claim your golden prize.



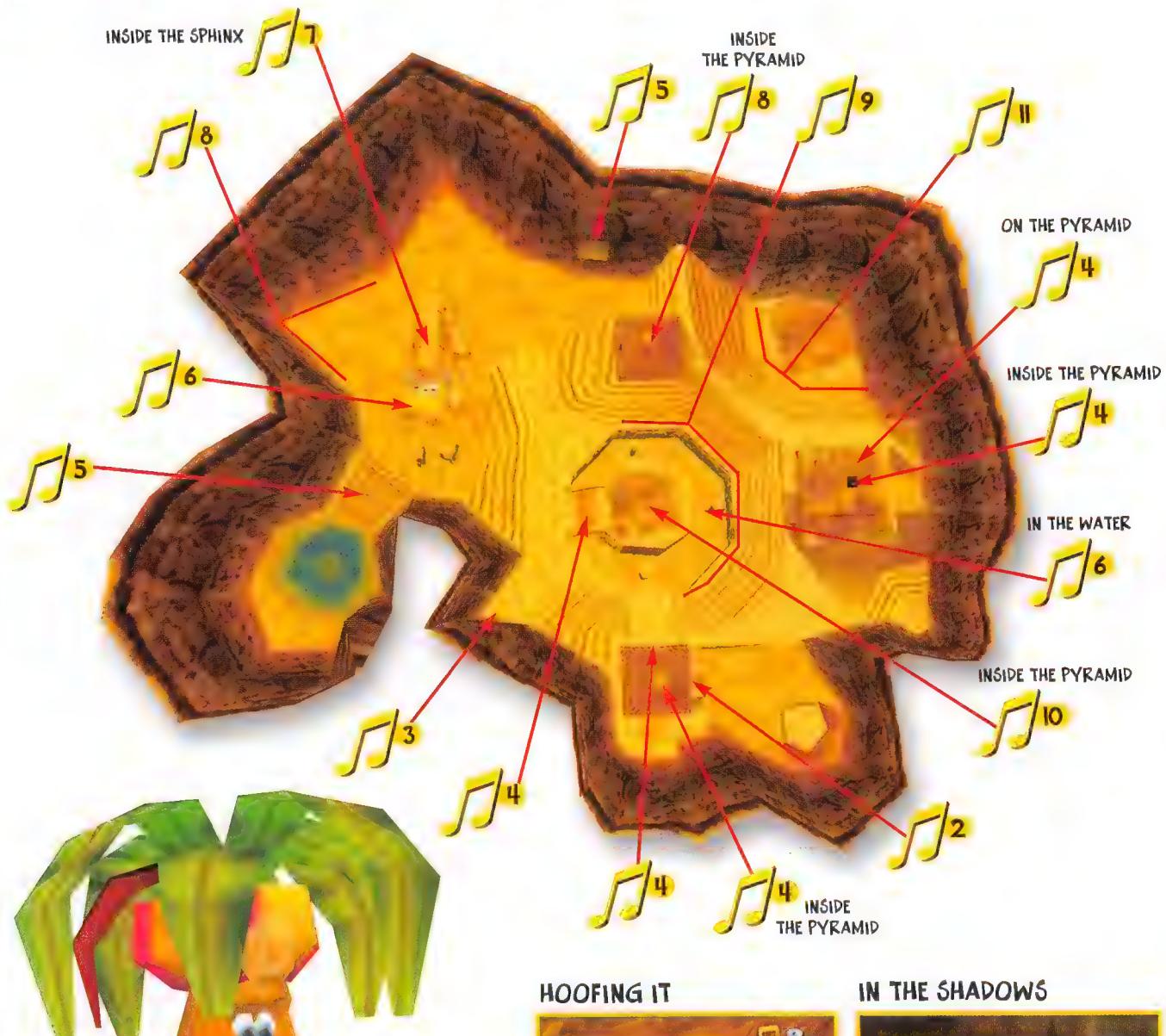
2

## GOBI'S GIFT

**After Gobi runs away from Trunker, fly to the small alcove in the northern cliff to find him. Jump on his back to make him cough up a Honeycomb Piece. Camel spit - Yuk!**



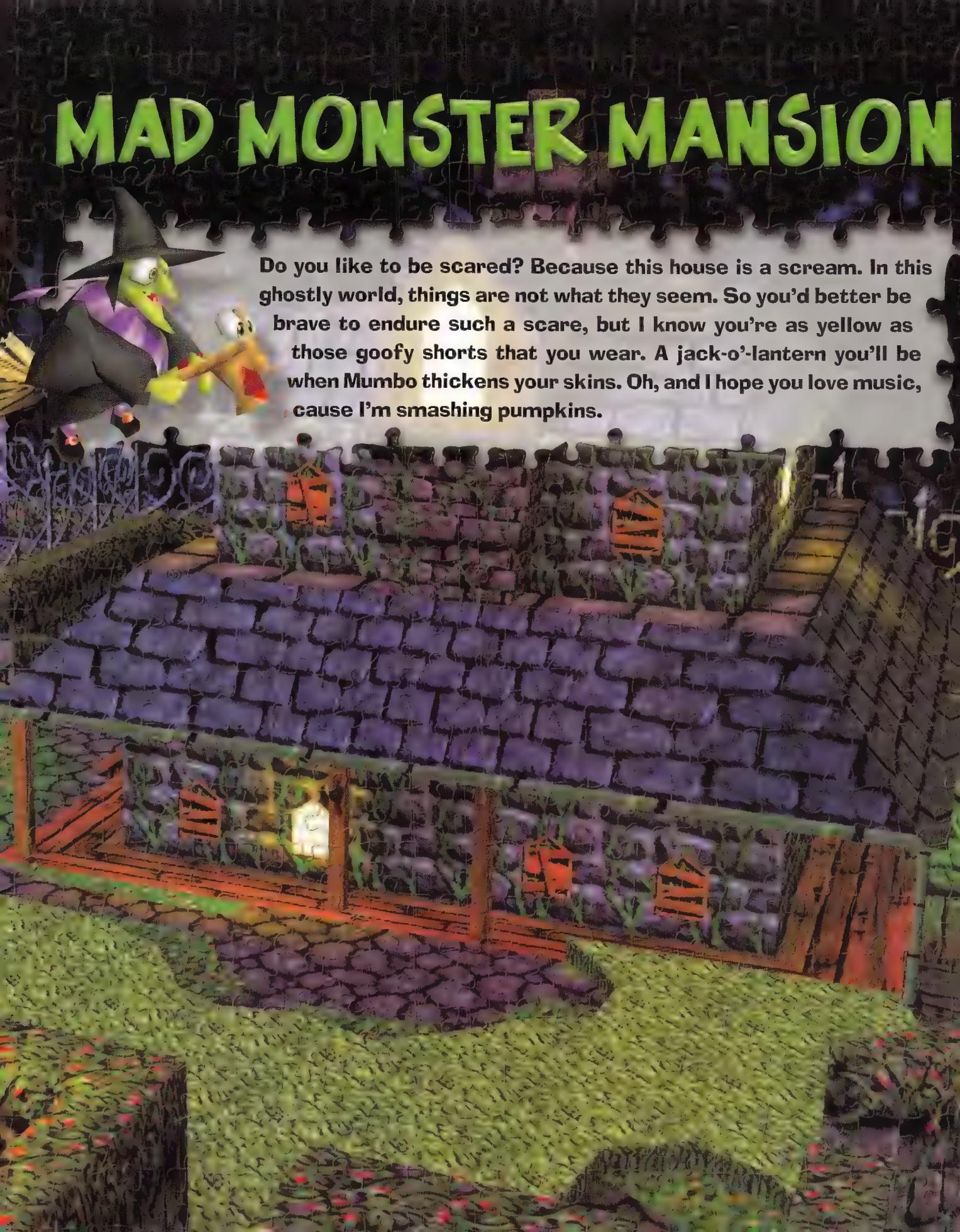
# 100 NOTES



A pair of Wading Boots on top of Jinxy the Sphinx will help you get the notes in the hot sand traps. Remember that the boots will fade quickly.

Inside Jinxy's main chamber, look for a note in each corner. You'll be able to scoop up a few eggs, too, but watch out for a wandering Slappa!

# MAD MONSTER MANSION



Do you like to be scared? Because this house is a scream. In this ghostly world, things are not what they seem. So you'd better be brave to endure such a scare, but I know you're as yellow as those goofy shorts that you wear. A jack-o'-lantern you'll be when Mumbo thickens your skins. Oh, and I hope you love music, cause I'm smashing pumpkins.

# TO ENTER: 10 450

# MAD MONSTER MANSION

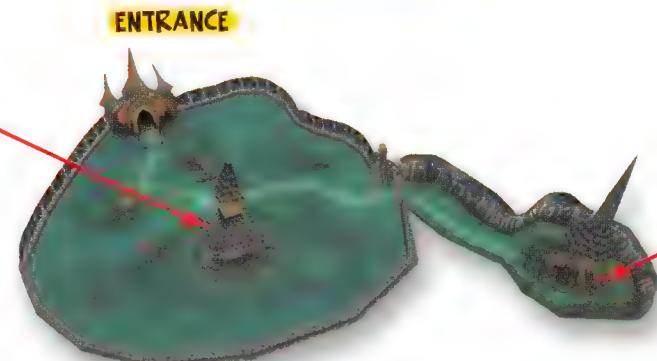
Just because there are no more moves to master in the game doesn't mean that your acrobatic skills won't be put to the test. This world is not very large, but you'll be doing a lot of running, jumping and backtracking as you try to unlock the secrets of this maddening manse!



## A HAUNTED HIKE



You'll have to wander pretty far afield to find the picture of Mad Monster Mansion. From the cobwebbed lobby just outside of Freezeezy Peak, climb up the sloping ramp to find the 450-Note Door. Swim through a system of tunnels to a flooded, dead-end chamber. Make your way around the perimeter of the room, jumping from alcove to alcove, until you reach the puzzle. After you've completed it, return to the lobby where you started and walk into Gruntilda's open mouth. Walk up the slope past the picture of Gobi's Valley to find the entrance to Mad Monster Mansion.



# MAD MONSTER MANSION





## OUT OF THE FRYING PAN...

You'll be jumping into the fire—literally—to get this first Jiggy. Climb up a drainpipe to get onto the roof of the mansion. Talon Trot and Shock Jump your way to the top of the roof and leap into the chimney. You'll land in the fireplace, but the spectral flames won't hurt you. Jump to the chair in front of you, then jump to the table. Whatever you do, don't step on the floor. The slightest creak from the floorboards will wake up the ghost that's guarding the Jiggy. Approach the ghost from behind and walk through him to get the Jiggy.



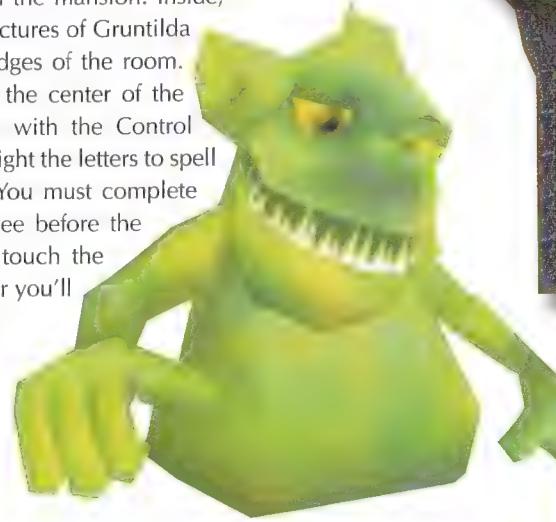
Stay on the chairs or on the table. If the ghost wakes up, go out the door and come back in through the chimney.



## OUIJA HELP?



Use a Beak Barge to break down the door to the small shack behind the mansion. Inside, you'll see letters and pictures of Gruntilda arranged around the edges of the room. Hop onto the glass in the center of the room. Move the glass with the Control Stick and use it to highlight the letters to spell out "Banjo Kazooie." You must complete this spectral spelling bee before the timer runs out. Don't touch the pictures of Gruntilda, or you'll take damage.



## BARREL BUSTER

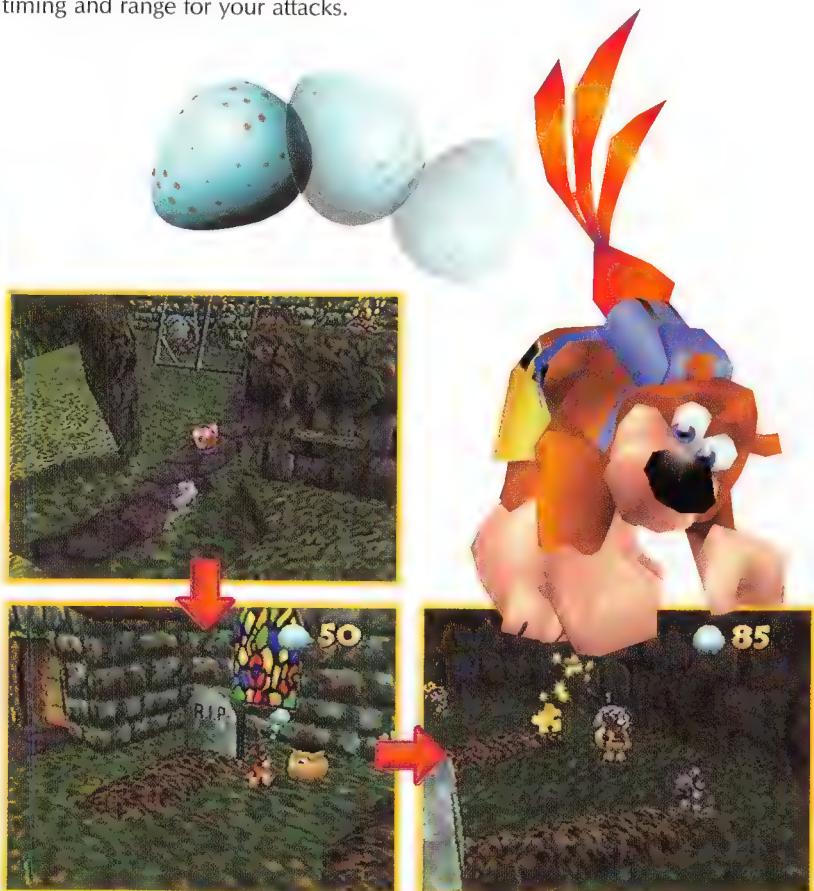
Look around the rear of the mansion to find a short flight of stairs. Break through the door at the bottom of the stairs and continue into the basement. Gruntilda is using the cellar as a storehouse for some of her valuables, including a Jiggy, a Pink Jinjo, a Mumbo Token and more. Some of the barrels may be empty, and one of them has been sealed up with metal plates, so you won't be able to get into it.





## A FEW PARTING GIFTS

Break down the gate in the back yard to gain access to the churchyard. Find the five flower pots around the yard and lay three eggs into each one. If you complete this task correctly, the pots will sprout flowers. Once all five are blooming, you'll receive a Jiggy. If you're having trouble hitting a target, lay two or three eggs at a time. Each egg will have a slightly different trajectory, and you'll have a better chance of getting one or more into the pot. Be warned that some of the sites are guarded by some rather territorial tombstones. Beak Barges, Beak Busters and Rat-a-tat Raps are all effective against these stone-faced adversaries, but it may take two or three tries to find the correct timing and range for your attacks.



WITHOUT ME, YOU WON'T STAND A GHOST OF A CHANCE IN THIS WORLD!

These silly specters wouldn't stand a chance against me, but against you, well, I'm not going to hold my breath. You two are so wimpy, none of your regular attacks will defeat these ghouly ghosts. You're going to need some Gold Feathers if you want to send them back to the great beyond.



If you don't have any Gold Feathers, you can still outrun these gross ghosts. Don't let them get too close, or you'll be slimed for sure.



## WELL WORTH IT

Jump over a low spot in the churchyard wall to find Mumbo's hut. If you have 20 Mumbo tokens, he'll change you into a pumpkin. You won't have any attack abilities as a pumpkin, so you might want to clear out the wandering bats and skeletons around the grounds before you change your shape. Make your way to the upper-right corner of the map and hop into the well. Avoid the clutching vines and bounce into a hole in the bottom of the bucket to claim a Jiggy. To get out of the well, look for a small drainpipe that leads to the pond outside.



IN THE CHURCH



IF YOU THINK THIS MAGIC EASY,  
YOU HAVE BATS IN BELFRY!

How you expect to find things if you no look around good?  
Mumbo change you to pumpkin, so you fit in small places. Cost  
you 20 Mumbo Tokens. What you mean, highway robbery? No high-  
way around here! Mumbo drive fair bargain. You have to be pump-  
kin, two, maybe three time in this world. No complain about price,  
or maybe Mumbo let you stay that way!





## HERE'S THE STEEPLE

Use a tombstone near the church entrance as a stepping stone to get onto the roof. Collect the musical notes, then make your way up and around the steeple until you find a small alcove with a Mumbo Token in it. Some of the ledges are very narrow and slanted, so unless you're walking against the wall constantly, you'll slide right off. When you collect the Mumbo Token, you'll be transported automatically to the top of the tower. Walk around the catwalk to find a Shock Jump Pad. Launch yourself off the pad to reach the weather vane. Climb up to the top of the vane to claim a Jiggy.



## ORGAN LESSON

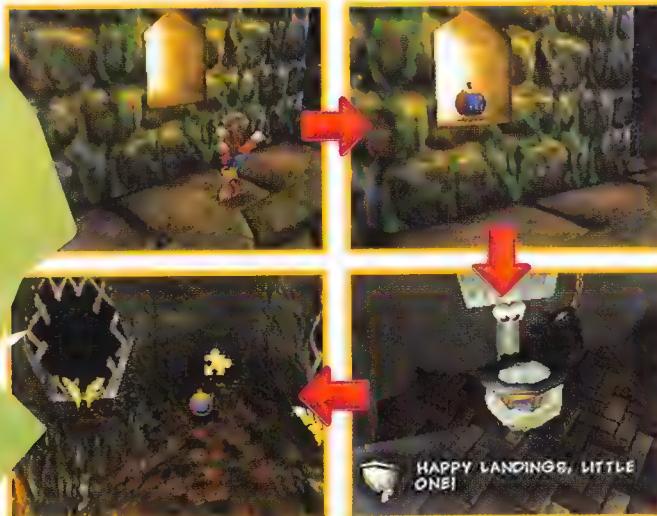
No amount of pushing, barging or busting is going to open the church door. You're going to have to use a switch and a pair of Running Shoes to get inside. Look for a small courtyard in the bottom-right corner of the yard, as shown on the map. Use a Beak Buster on the switch, then quickly put the shoes on and hightail it to the church. You should have just enough time to make it to the door before it closes. Once inside, hop from the organ pedals to the bench, then from the bench to the keyboard. Use the Talon Trot to reach the music stand. An otherworldly organist named Motzand will then plunk his way through a couple of mournful tunes. Each key that he plays will light up. Using the Beak Buster, hit each key right after he does, then follow his hand to the next key. If you make a mistake, you'll feel the pain. If you complete each song successfully, a Jiggy will appear at the top of the organ. After you grab the Jiggy, look behind the organ pipes for a Golden Banjo.





## POTTY MOUTH

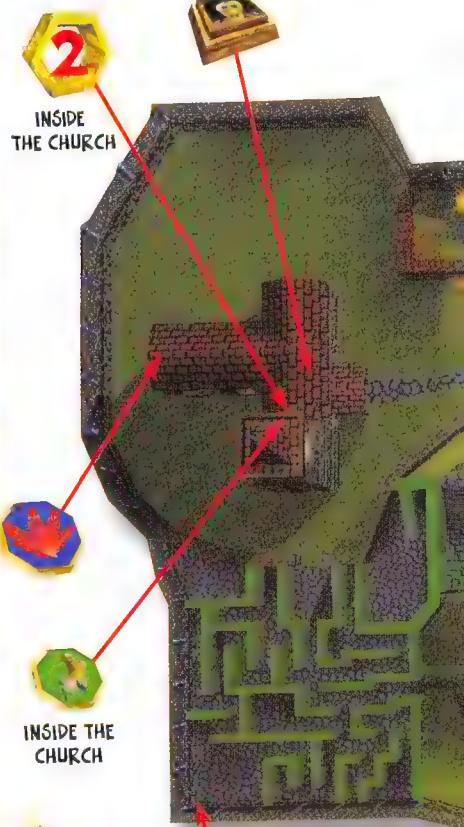
Getting this Jiggy will require making a trip that few have dared. Start off by climbing onto the mansion roof. Break the illuminated window that's around the corner from the Shock Jump Pad on the second floor. Now go back to Mumbo's hut and let him work his shape-changing magic one more time. As a pumpkin, go back up to the roof and enter the window. You'll find yourself in the mansion's bathroom. Gruntilda has brought a certain, uh, lavatory fixture to life. His name is Loggo, and if you jump into his "mouth," he'll send you where you need to go. Follow the pipe down until you reach a small chamber. Grab the Jiggy and the other items as quickly as you can. Enter the drainpipe to travel back to the bathroom automatically.



This adventure ranks right up there on our list—probably number one or number two. If nothing else, this little escapade will teach you to look before you flush!



INSIDE THE CHURCH



## THE JINJOS FIVE

We said that this adventure would require a lot of backtracking, and that includes finding all of the Jinjos. To avoid some of that backtracking, you might want to break all the windows, open all the gates and defeat all the enemies in this world before you do anything else. That will save time and trouble, especially while you're bouncing around as a powerless pumpkin.



Use a nearby Shock Jump Pad to reach the pole-sitting Blue Jinjo.



The Green Jinjo is sitting unhappily on the mansion roof. Help him out!



The Orange Jinjo is stranded in the far corner of the hedge maze.



The Pink Jinjo is taking refuge among the barrels in the basement.

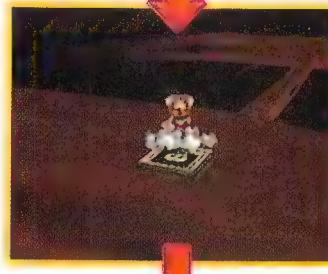


You'll have to break a third story window to reach the Yellow Jinjo.



## THE AGONY OF DE FEET

After you've played Motzand's spectral symphony on the church organ, use the Flight Pad nearby to launch yourself into the rafters. You'll find a Witch Switch on one of the larger beams. Stomp on the Witch Switch to make another Jiggy appear back in Gruntilda's Lair. It will appear in the eye of the Gruntilda statue near the entrance to Freezeezy Peak. To reach the Jiggy, you'll need to Beak Bomb the eyeball. If you recall, there's a Flight Pad hidden beneath a cobweb near the statue. Once again, go to the switch above the entrance to Freezeezy Peak. Use the switch to uncover the Flight Pad, then use the Running Shoes to get to the Pad before it disappears. If you make one misstep along the way, you probably won't succeed.



### NOT ABOVE BOARD

Break an illuminated window on the second story to find a room with big holes in the floorboards. Come back later as a pumpkin and jump into one of the holes to find a Honeycomb Piece.



### BACK TO THE BELFRY

In the church, use the Flight Pad near the organ to launch yourself up to the rafters. Land on the center beam and use a Gold Feather to defeat the skeleton. You'll see a Honeycomb Piece above you.



# 100 NOTES



# RUSTY BUCKET BAY



Don't rock the boat! Stay away from my ship! You'll be better off if this world you skip. Like the oil and water inside of the bay, you won't mix well in this shipyard's fray. My sailor boys will be sure to make you panic, and then you will sink like the boat named Titanic. And to me Tooty's beauty then will go, to make me as pretty as that Leonardo DiCaprio!



# TO ENTER RUSTY BUCKET BAY

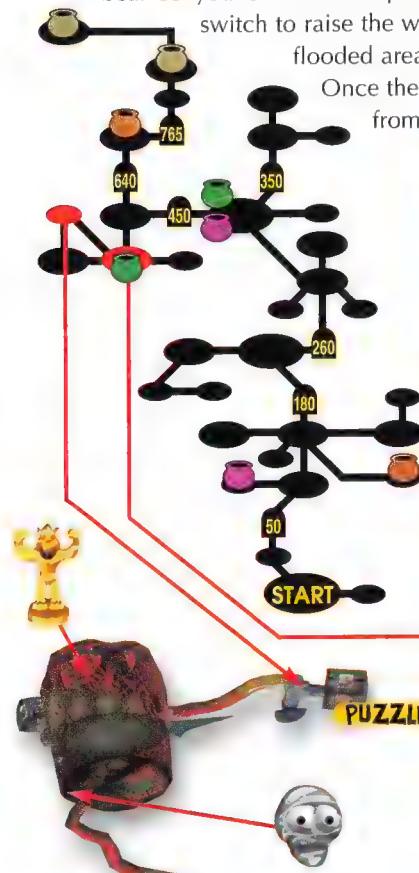
Grunty loves the oily water in the bay, because it will deplete Banjo's air supply doubly fast, even if his head is peeking above the surface. But what really floats her boat is knowing that things won't go swimmingly for the bear and bird aboard the bad ship Rusty Bucket.



## GETTING ON BOARD

Break down the iron gate next to Mad Monster Mansion's entrance, then, as a pumpkin, enter the crypt at the bottom of the fenced-off area. Inside, transform back into a bear so you can smash open the coffin. After you've activated the entombed switch to raise the water level at the bay's entrance, swim to the newly-flooded area to pound the Rare crate and the switch beneath it.

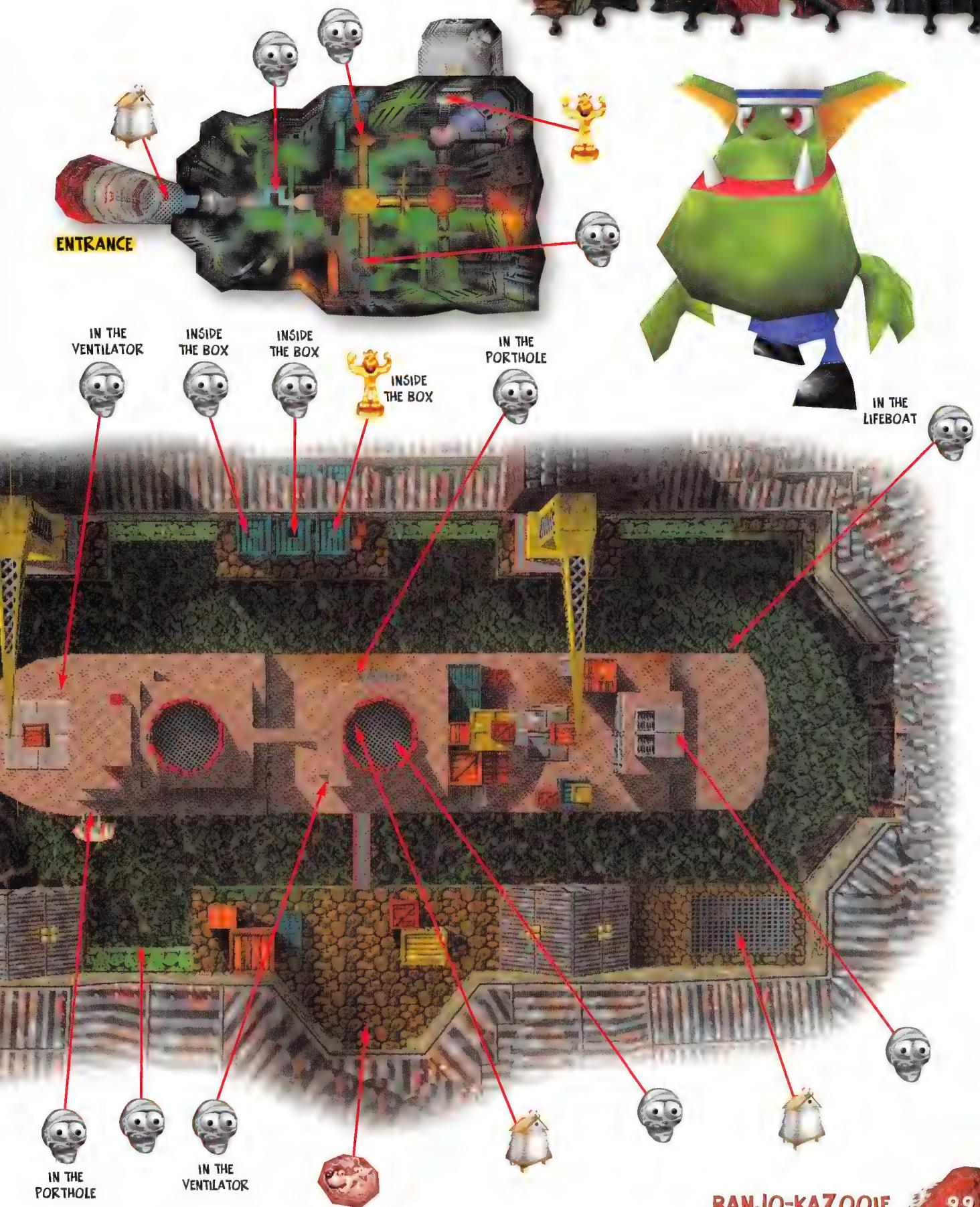
Once the water level has risen, swim to the cave kitty-corner from you to find the puzzle.



By hitting the Rare box and switch in the coffin, you'll raise the water level so you can swim to the Rusty Bucket Bay puzzle.



# RUSTY BUCKET BAY





## ON TOP OF OL' SMOKEY

Perched on top of the smokestack nearest the ship's bow is a Jiggy. Your ascent will begin at the ladder hanging on the forward funnel, but beware of the pesky life preserver that guards it. The lifesaving moves to use against the irritable inflatable will be the Rat-a-tat Rap or Beak Barge attack, so peck and pop the life ring, then scale the ladder and traverse the catwalks to claim your puzzle piece.

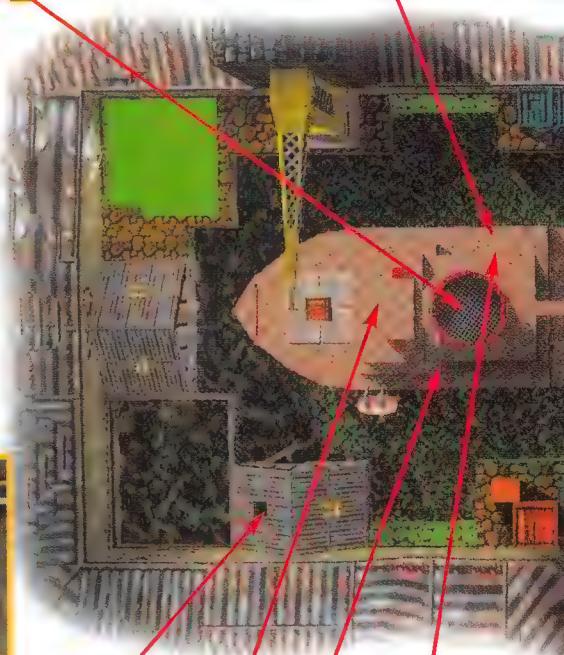


PORHOLE



## WHISTLE-BLOWER

Mounted on the starboard side of the cabin below the rear smokestack is a sign with six numbers. The sequence corresponds to the trio of whistles adorning the bridge deck. Pound the numbered platforms in front of the whistles in the order that appears on the sign. If your tune is on key, you'll unlock the secret to finding the whistles' Jiggy.



PORHOLE



INSIDE THE SHED



INSIDE THE SHED



## CAPTAIN, MY CAPTAIN

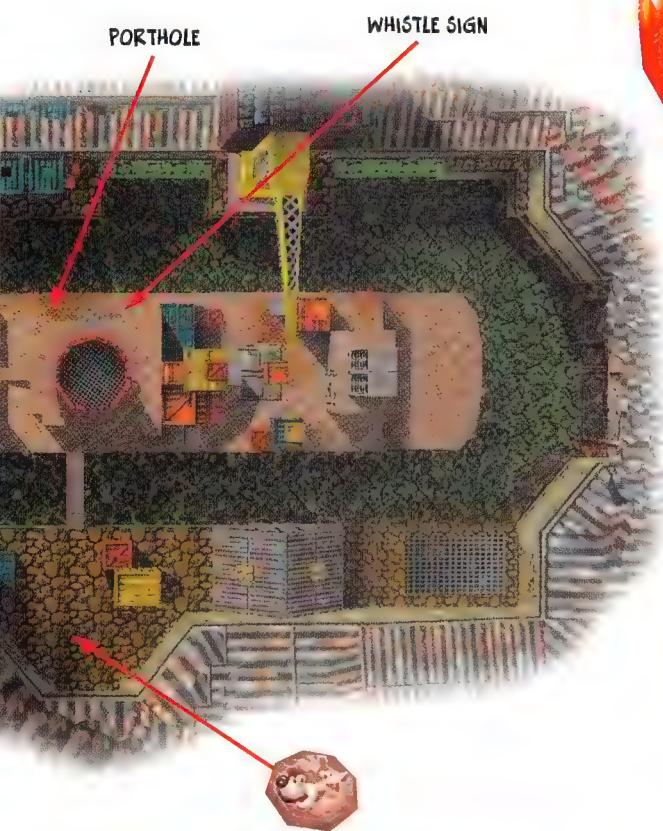
Look closely at the ship's portholes, because you can enter the ones that jut slightly out from the cabin walls. These accessible entryways will also have a few extra white reflection lines on their black surfaces. Peck out one such porthole on the starboard side of the bridge cabin to enter the captain's room. Across from the captain's bed is a cabinet where you'll find both a Jiggy and an eel holed up inside.





## ON A HOT TIN ROOF

From your starting point in Rusty Bucket Bay, turn left and follow the dock. Shoot two eggs into the toll hole to bridge the gap between the dock and the tin shed. Stride across the tin roof using Kazooie's legs, then drop into the shed by stomping out the clear window. Once inside, walk toward the crates that weigh down the plank you've landed on, then turn right to grab the Jiggy in the corner of the room.



Enter the shed by breaking the clear glass skylight. Once you've shattered it, you'll fall into the building and land on a wooden plank.



Follow the plank back to the wall, turn right, then Double Jump onto the corner crate to nab the Jiggy.



BUT DON'T LISTEN TO ME, BANJO. FRY SOME RED CHICKEN NUGGETS INSTEAD!

Explosive boxes of dynamite patrol the docks of the bay. The blockheads have short fuses and will detonate seconds after you approach them, but birdbrain's drumsticks can outrun the irate crates. In this case, I guess it wouldn't hurt to unpack that foul-mouthed fowl to make a quick getaway.



The Boon Box will explode only a few seconds after it starts chasing Banjo. Blaze away from its blast by using Kazooie's fast feet.



## 5 DOWNSHIFTING

A golden Jiggy glows amidst the blur of fan blades spinning inside the ship's engine room. The fans spin much too quickly for Banjo to get past them, so slow them down by pounding the switch inside the ventilator pipe at the ship's stern. Once you've helped the motor to start chugging along at a slower pace, enter the engine room inside the rear smokestack.

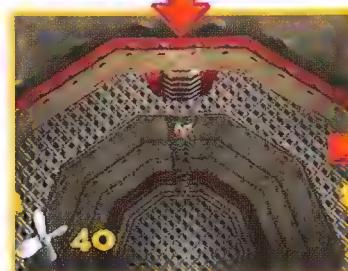


## 6 STOP THE PROPS

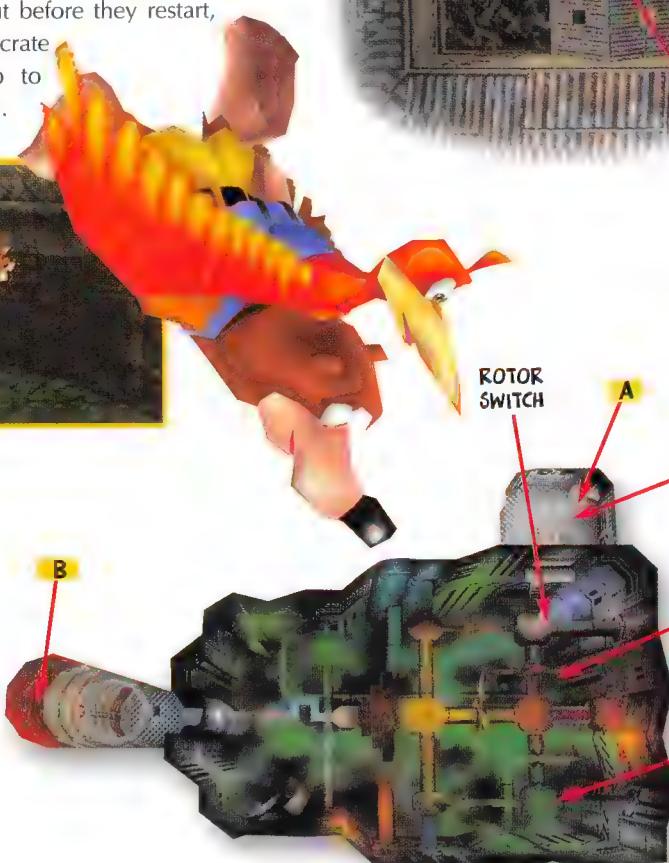
With the fans spinning more slowly, you can leap between blades that cut through your path in the engine room. Make your way to the rear of the room where you'll find a switch in each corner. As soon as you've pounded them, the ship's propeller will stop, and you'll have 65 seconds to retrieve the Jiggy from inside the propeller shaft.



Use Kazooie to race to the rear of the ship, then dive off and swim into the rotors. Quickly swim out before they restart, then swim to the crate behind the ship to catch your breath.



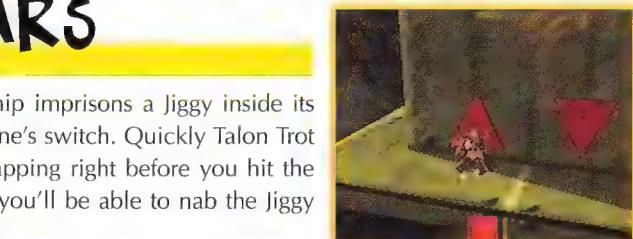
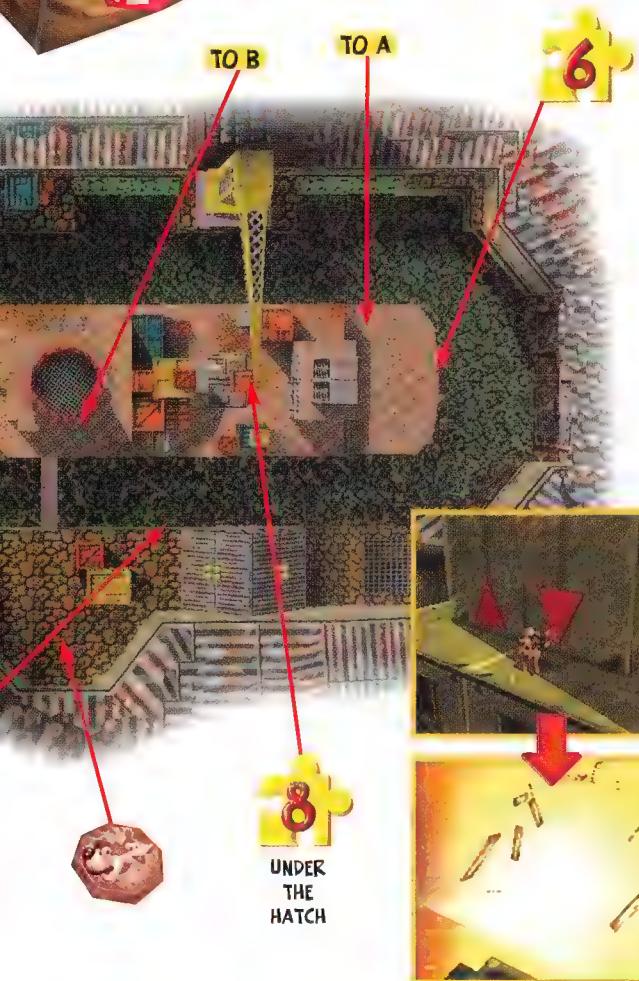
LADDERS





## BEHIND BARS

The crane that arches over the bow of the ship imprisons a Jiggy inside its cargo cage. Reel in the cage by hitting the crane's switch. Quickly Talon Trot across the boom, then plunge to the boat, flapping right before you hit the deck. If your trip takes less than 16 seconds, you'll be able to nab the Jiggy before the crane lowers the cage.



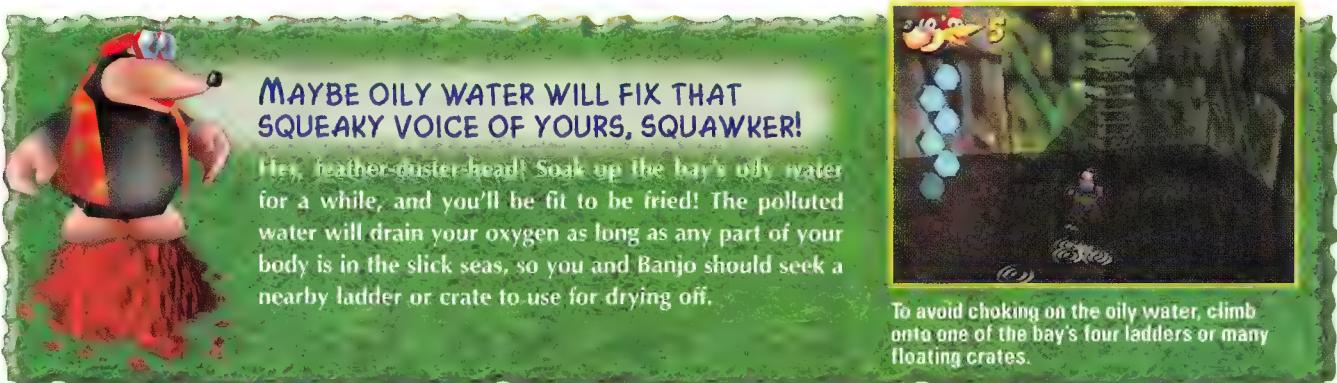
## BOSS BOOM BOX

With a healthy supply of eggs and Gold Feathers you'll be ready to spar against the big box for its Jiggy. Bombard Boss Boom Box with as many eggs as you can. After about twenty hits, it'll split into two smaller crates. Lambast the pair with more eggs until each divides into a pair of smaller boxes. Banjo can Beak

Bust the quadruplets, so leap from the ladder to get the jump on them. Once you've pounded them, each one will split into an even smaller pair. The eight little cubes won't be as tough as the others, so Banjo will be able to flatten them by using Kazooie's invincible Wonderwing attack.



To enter the cargo bay where the giant crate awaits, drop the dangling TNT box onto the hatch by activating the rear crane's switch.



To avoid choking on the oily water, climb onto one of the bay's four ladders or many floating crates.

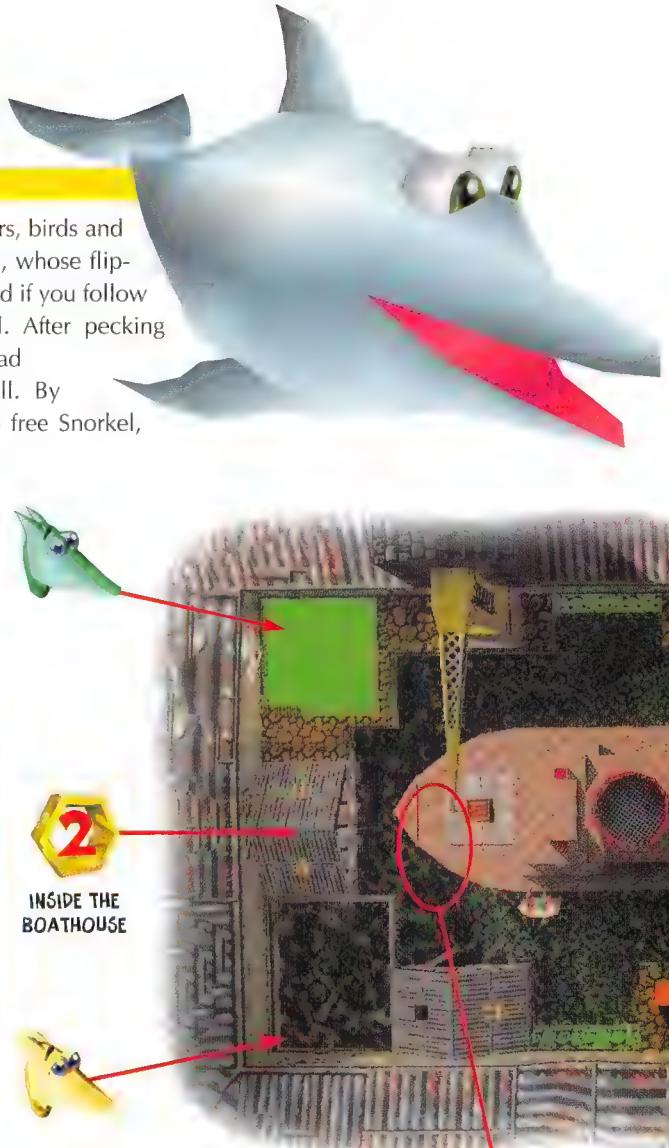


## SAVE THE DOLPHIN

Gruntilda has no respect for wildlife and will endanger any species: bears, birds and even dolphins. Her boat has dropped its anchor right on top of Snorkel, whose flippers weren't exactly made for lifting heavy objects. Banjo can lend a hand if you follow the anchor chain into the ship's hull. After pecking through the gauntlet of lunging eels, head for the switch at the end of the hall. By pounding it, you'll raise the anchor to free Snorkel, who'll reward you with a Jiggy.



A anchors aweigh! Follow the anchor chain into the ship to find the switch that raises the anchor.



## THE JINJOS FIVE

Perhaps the toughest Jinjo to rescue is the pink one, who stands in an enclosed area at the bottom of the bay. Once you've rescued it, you'll have a few seconds before running out of air, so quickly swim to the crate floating beside the ship's port side.



Drop into the middle blue box to find the Blue Jinjo tucked away in a corner.



Hop from drum to drum while avoiding the green slime to rescue the Green Jinjo.



Pay an eight-egg toll to bridge the gap separating you from the Orange Jinjo.



Find the Pink Jinjo through the grating hole under the dock near the ship's stern.



Swim and flap past the shark as you scramble to the Yellow Jinjo on the buoy.



## THE LONG JUMP

To reach the Witch Switch on top of the rear shaft, make a flying leap from the nearby crane. Station yourself a few paces from the end of the boom, jump, then flap to the corner of the shaft. If your timing and aim are shipshape, you'll just make it to the Witch Switch tower. By activating Gruntilda's panel, you'll summon a Jiggy to appear inside a waterlogged chamber behind the 450-Note Door.



### IN THE SHAFT

At the bottom of the rear smokestack, Double

Jump to enter the shaft that runs above the engine room's entrance. Shining like a light at the end of the tunnel is a Honeycomb Piece.



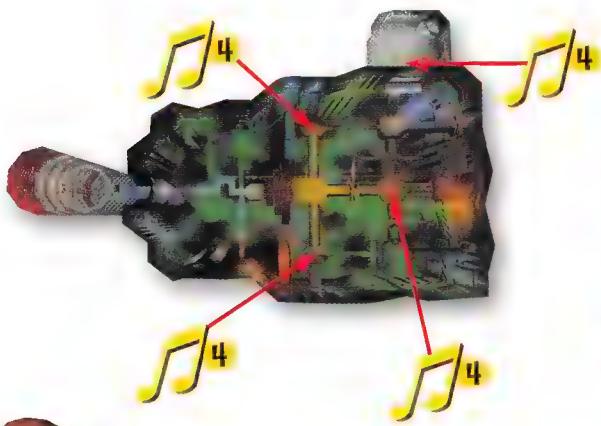
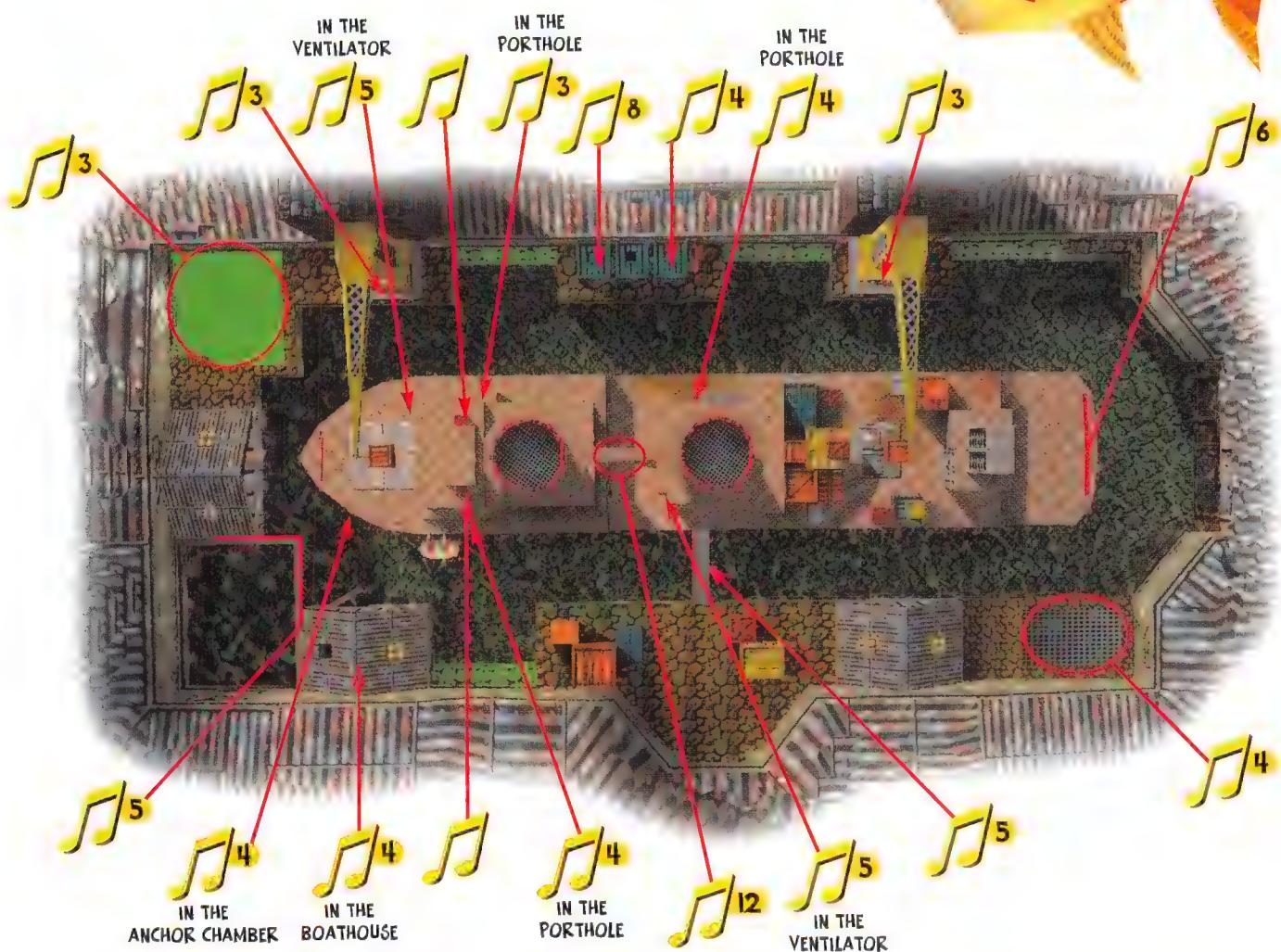
### INSIDE THE BOATHOUSE

Swim through the wall opening inside the shark's

lair. The hole will lead you to the boathouse that harbors a Honeycomb Piece. Take flight to take the prize.



# 100 NOTES



## THROUGH THE LOOKING GLASS



## THE FUR HITS THE FAN



Three of ship's portholes are slightly darker than the others. By pecking out their glass, you can hop into the windows to find some elusive notes.

To reach the notes beyond the engine room's spinning blades, switch to Kazooie—her feet won't lose their grip on the sloping fan shafts.

# CLICK CLOCK WOOD

Through summer and spring and winter and fall, you'll explore this world through four seasons in all. The trees will grow, lose their leaves, freeze then grow again. All the while you'll be as stupid as forever you've been. You can become a bee, you big, chubby brat. But don't you know, Banjo, stripes make you look fat?

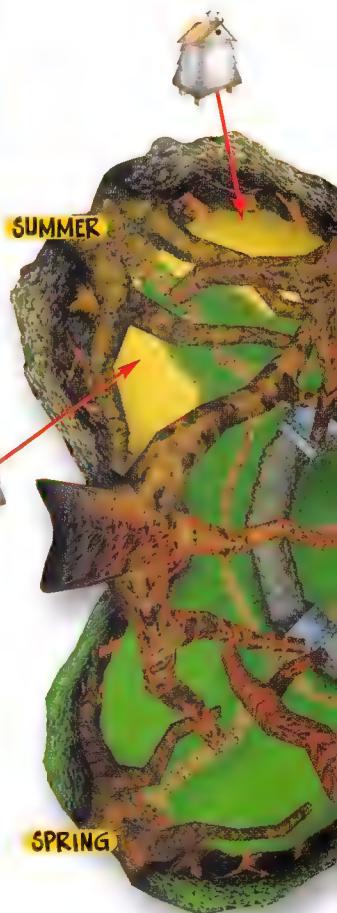
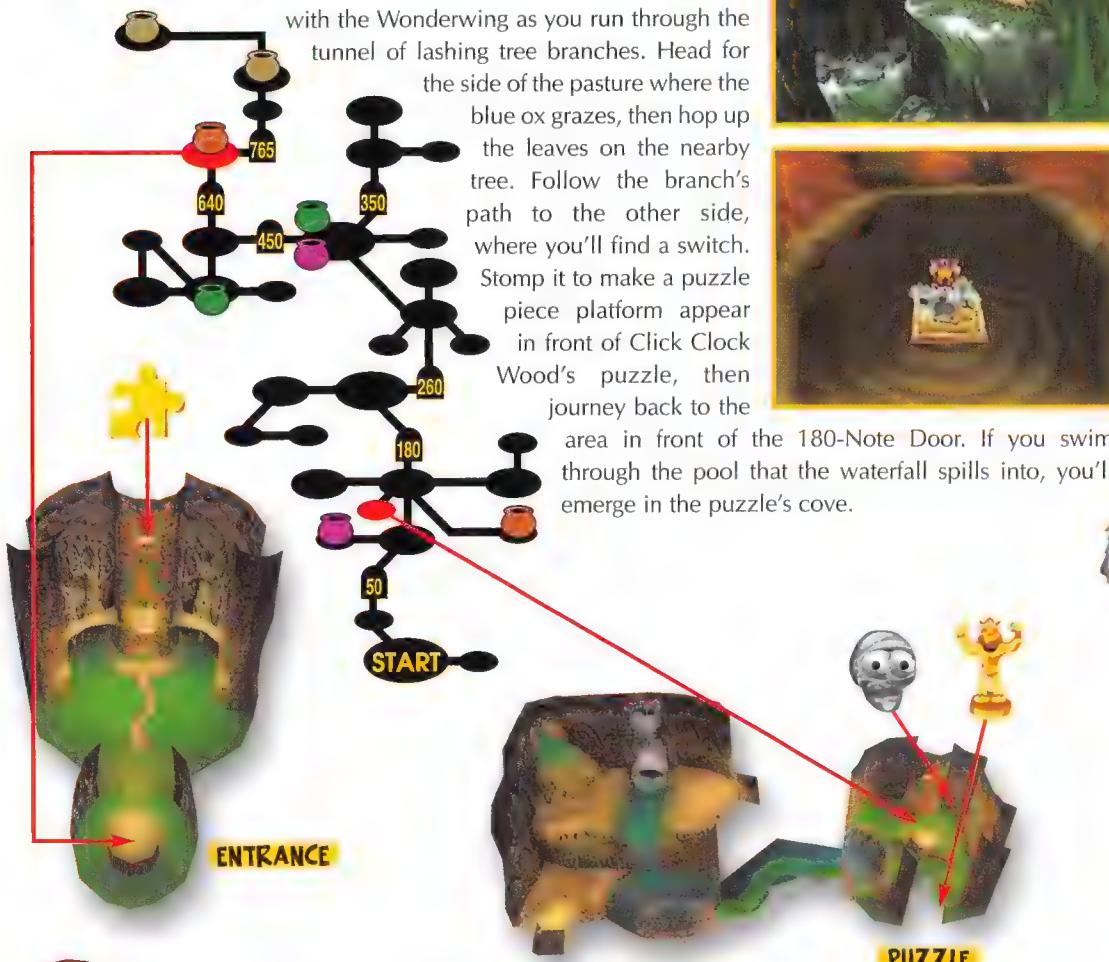
# TO ENTER CLICK CLOCK WOOD

Time stands still in Click Clock Wood, where each of its four doors represents a different season of the year. Venturing door to door, from spring to summer to autumn then winter, Banjo will go through an entire year in one day, without ever stopping to hibernate.

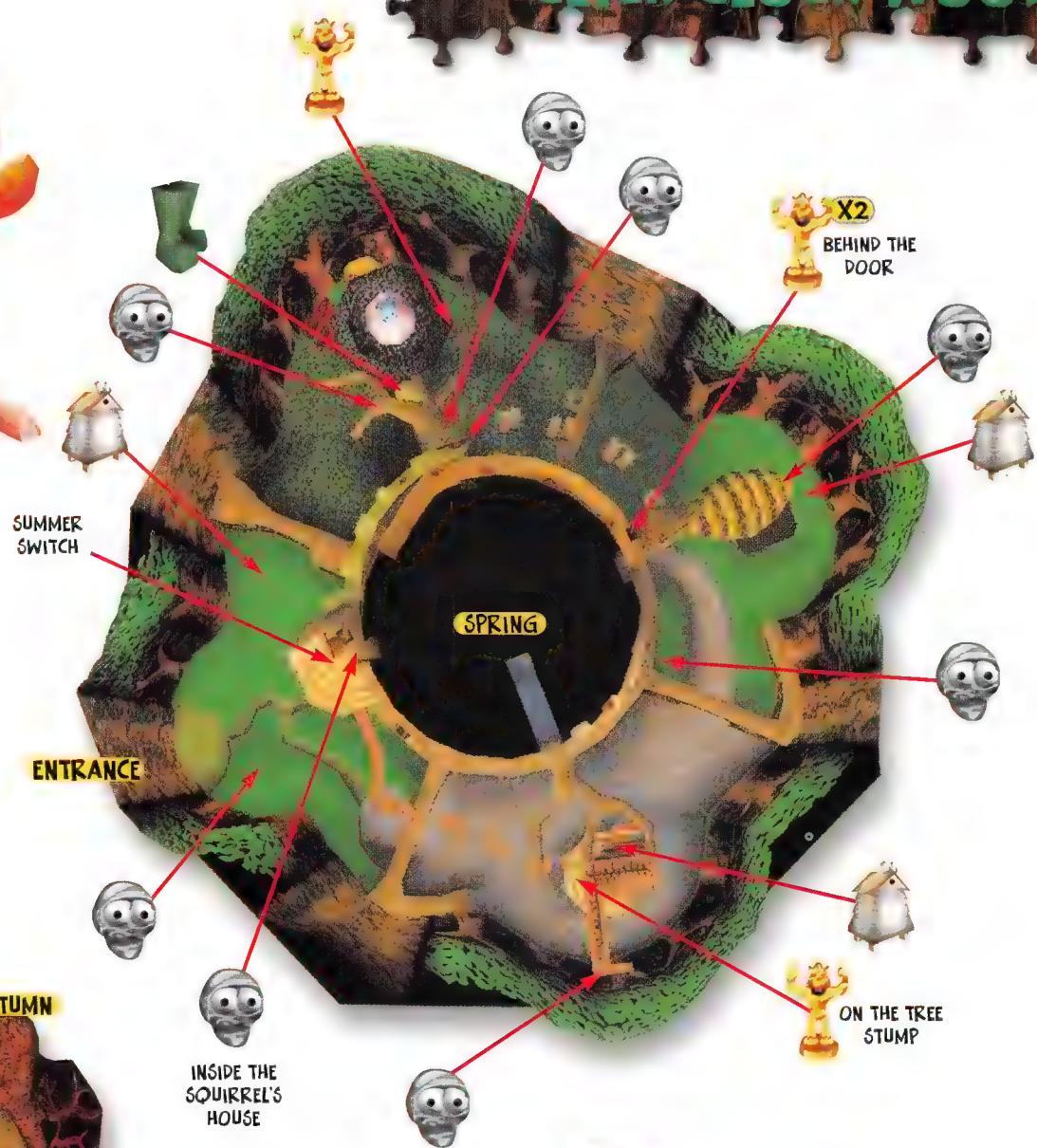


## INTO THE WOODS

Enter the 640-Note Door, then shroud yourself with the Wonderwing as you run through the tunnel of lashing tree branches. Head for the side of the pasture where the blue ox grazes, then hop up the leaves on the nearby tree. Follow the branch's path to the other side, where you'll find a switch. Stomp it to make a puzzle piece platform appear in front of Click Clock Wood's puzzle, then journey back to the area in front of the 180-Note Door. If you swim through the pool that the waterfall spills into, you'll emerge in the puzzle's cove.



# CLICK CLOCK WOOD

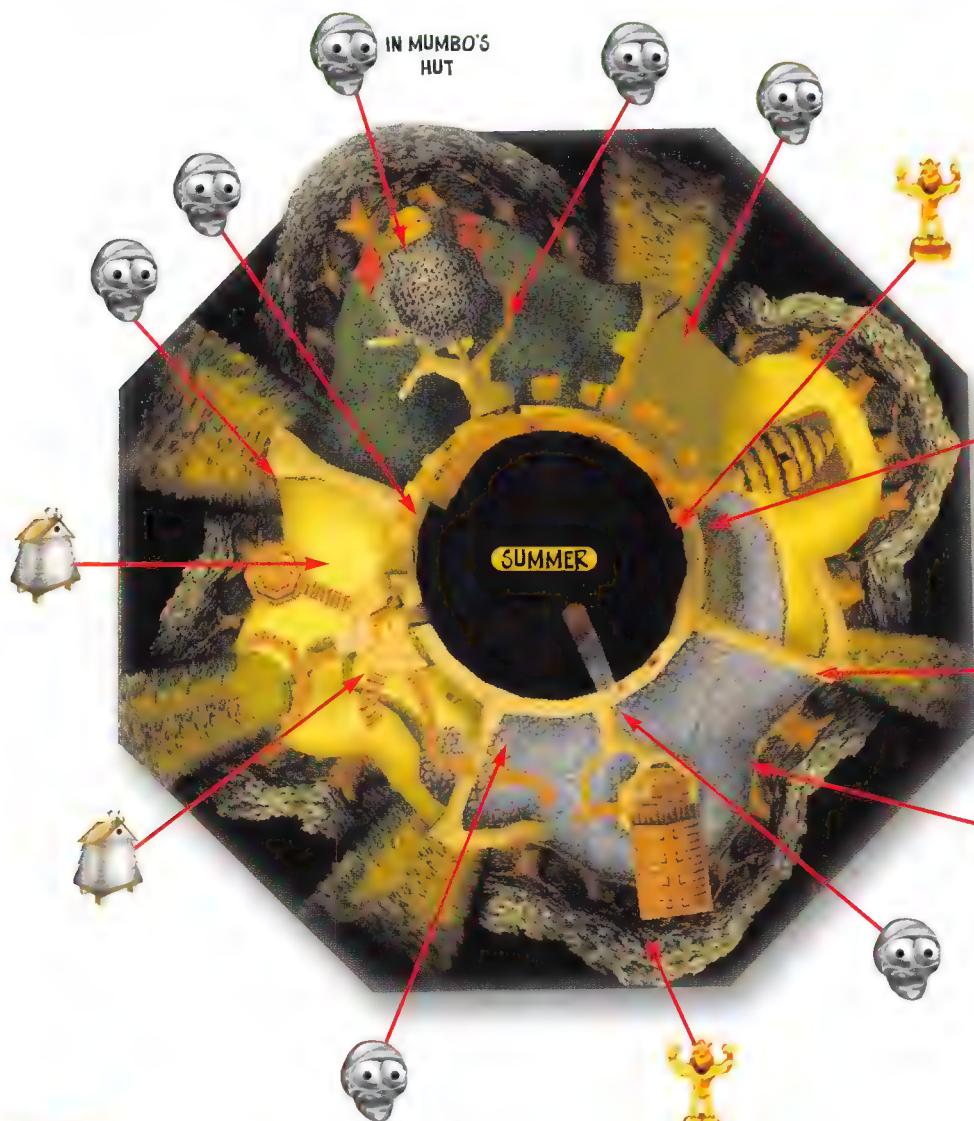




THAT RED FEATHERY  
LOOK IS OUT THIS  
SEASON, FLAPPER GIRL!



You'll be a bear for all seasons in Click Clock Wood, Banjo. Each of the world's four doors will warp you to the woods during a different time of the year. From season to season you'll see how the trees grow and the forest changes. Each season contains a switch that will gain you entry to the next season, but just make sure dodo bird doesn't try to fly the coop and head south for the winter!



# CLICK CLOCK WOOD



BANJO-KAZOOIE



## TREETOP JIGGY STOP

With leaps and bounds, ascend the tree's winding pathway. At the end of the line you'll reach a doorway with a Venus flytrap, or Snarebear, snapping on the porch. Make your entrance by Beak Barging the door, then prance past the flailing tree branches to collect the Jiggy.



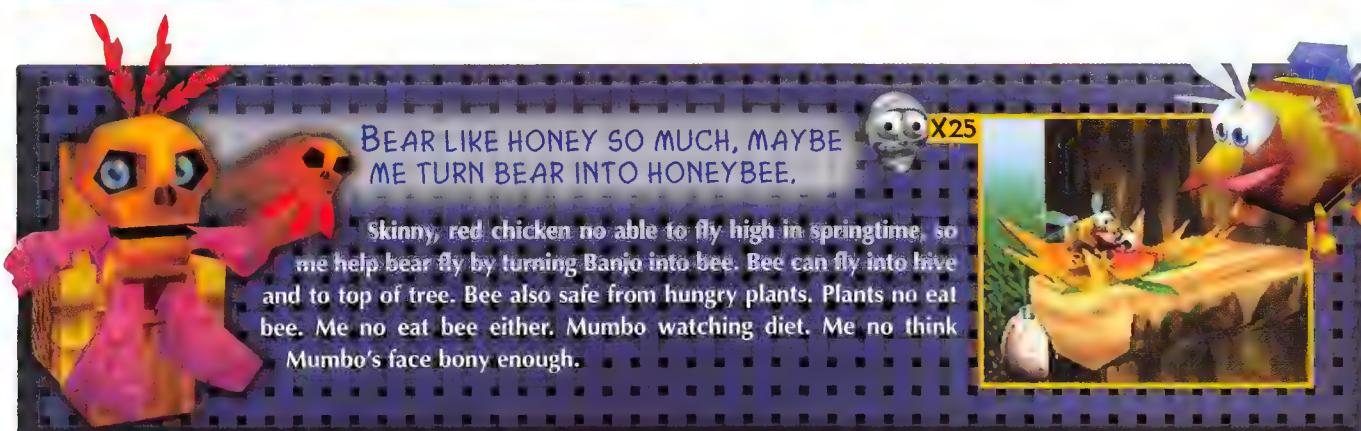
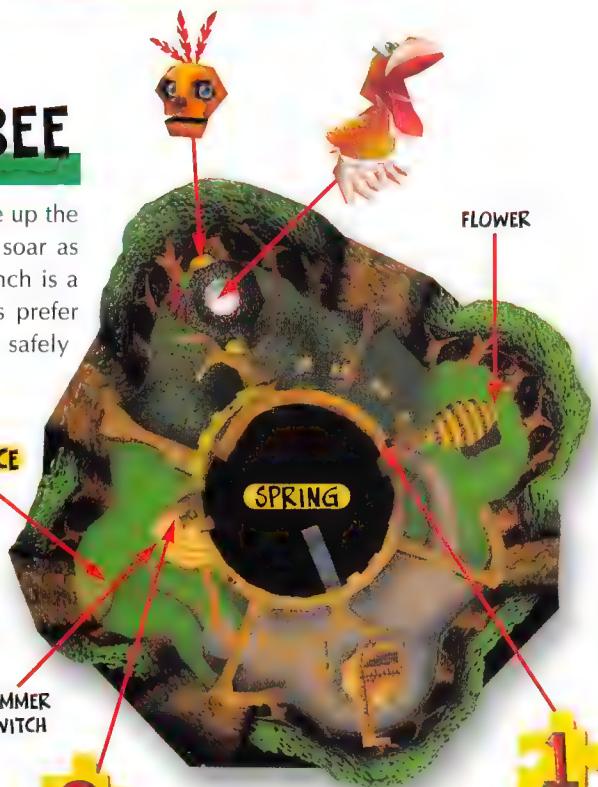
## BEE ALL YOU CAN BEE

It may take him more than one try, but Mumbo will eventually conjure up the right spell to turn you into a bee. Once you've earned your stripes, soar as high as your wings will take you. Perched atop the tree's highest branch is a Snarebear plant with a Jiggy in its jaws. The plants in these woods prefer munching on bears rather than bees, so Banjo the bee will be able to safely remove the Jiggy without incident.



ENTRANCE

SUMMER  
SWITCH



BEAR LIKE HONEY SO MUCH, MAYBE  
ME TURN BEAR INTO HONEYBEE.

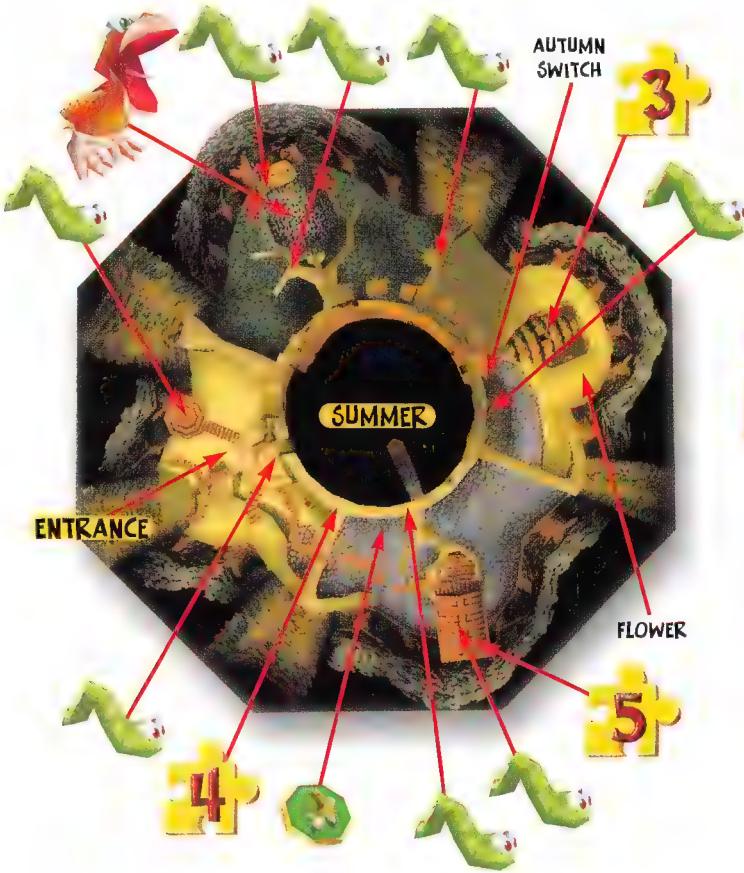
Skinny red chicken no able to fly high in springtime, so  
me help bear fly by turning Banjo into bee. Bee can fly into hive  
and to top of tree. Bee also safe from hungry plants. Plants no eat  
bee. Me no eat bee either. Mumbo watching diet. Me no think  
Mumbo's face bony enough.

X25



## BEE BUSTING

As soon as you drop into the beehive by pounding its hatch, the Zubba bees will tell you to buzz off. The bees are protective of their golden honey, but they're even more protective of their golden Jiggy. To win it from them, Banjo must fend off a swarm of Zubbas who'll busily charge into him. Retaliate with the Wonderwing. If you sink ten bees into the honey, they'll surrender their Jiggy.



## LEAF LEAPS

When you reach the top of the ramp that leads to the second tier of the tree's winding path, turn right to leap onto the green leaf. Using Double Jumps and Flap Flips, hop from leaf to leaf until you reach the branch where the Jiggy is nested.



## A NOT-SO-FULL HOUSE



After collecting the notes on the tree house's porch, enter and turn right. Leap to the Golden Banjo in the corner, then jump to the Jiggy in the other corner.



Enter the tree house, but watch your step, because the building is still under construction and its floor is seasons away from being completed. On what little floor there is sits a Jiggy. To reach it, walk to the edge of the longest floor plank, leap to the Golden Banjo in the corner, then jump to the adjacent corner to claim the Jiggy.

6+

## LEAVE IT TO BEAVER

You'll first hear of Gnawty the beaver's plight in the spring when he pleads with you to remove the boulder blocking the entrance to his submerged lodge. In the summer, when the pond has dried up, Banjo can Beak Barge the boulder into rubble. Gnawty will invite you into his home, but you won't be able to enter until fall when the pond has refilled. By swimming through the autumn waters, Banjo can swim up the steep slope leading into Gnawty's home where your Jiggy awaits.



## IN BLOOM

In the springtime, drop some eggs into the hole in the fenced-off garden. A flower will begin to bloom, so revisit it during the summer to water it. Conveniently for you, Gobi the camel will be spending the summer lounging in front of the budding flower. Pound him so he waters it, then pound him again in the fall. After the flower's second watering, its petals will open to reveal a Jiggy. Pluck the puzzle piece from the plant by dropping onto it from the beehive above.



HERE'S A PLANT THAT HAS A MOUTH BIGGER THAN YOURS, SMART-BEAK!

The Snarebear plants often contain valuable items, but the vicious vegetation will take a bite out of you and cock-a-doodle-dumb if you get near them. That is, unless you use Kazooie's invincible Wonderwing move. By using it, you can safely leap into the jaws of a Snarebear to snatch up notes and other goodies. I guess poultry isn't all that bad, Banjo.

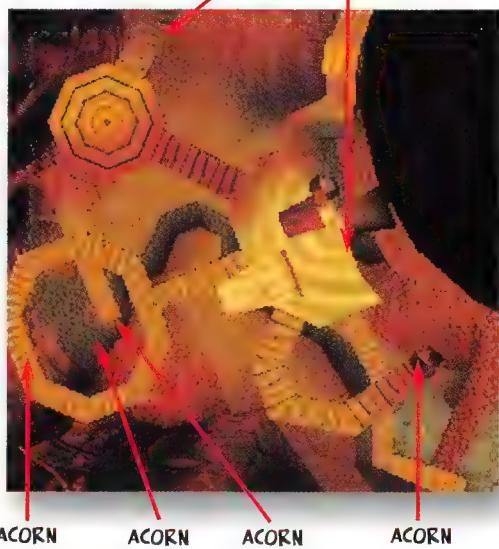
Since you can't become a bee in the fall to snag the notes from the Snarebear, use the Wonderwing.

8+

## THE TALE OF NABNUT



Nabnut the squirrel gorged himself on his entire winter supply of acorns, and with snow just a season away, he must find six acorns to tide him over until spring arrives. The map to the right points out the locations of the six acorns. The trickiest one to get will be the one floating in the center of the ring-shaped walkway. A lower-level walkway runs beneath the acorn, so position yourself so that you'll land there after nabbing the nut. As soon as you deliver the half dozen acorns to the bushy-tailed binger, he'll give you a Jiggy.



9+



## EYRIE THE EAGLE

In the spring, visit the nest to hatch Eyrie the eagle. Break open the bird's egg by Beak Busting the X on the top of the shell. In the summer, collect five caterpillars to feed to hungry Eyrie. By autumn, Eyrie will be hungrier, so feed the fowl ten caterpillars. When you return to the nest in the winter, Eyrie will be a full-grown eagle who'll leave you a Jiggy before setting off for bluer skies.



10

# THE JINJOS FIVE



You'll find at least one Jinjo in every season of Click Clock Wood. Spring contains two Jinjos, but the hardest ones to find will be hiding in the winter and summer. The Blue Jinjo will be barely visible atop Mumbo's wintry hut, while the Yellow Jinjo will be camouflaged by the yellowing, overgrown summer grass.



Fly to the top of Mumbo's hut in the winter to find the Blue Jinjo.



As a springtime bee, buzz up to the Venus flytrap high in the tree to find the Green Jinjo.



In autumn, Talon Trot up the leaf pile near the flower to rake up the Orange Jinjo.



Enter the beehive as a bee in the spring to rescue the Pink Jinjo.



The Yellow Jinjo lurks in the field in the corner to the left of summer's entrance.





## TO BEE OR NO JIGGY

Winter is as cold as Gruntilda's heart, so the switch that bears her face fittingly appears in the winter-time. Fly to the snowman chilling on the small branch near the network of wooden walkways. Zero in on the X on his hat using the Beak Bomb. After you've turned him to slush, land on the platform and hit the switch. Once activated, the Witch Switch will make a Jiggy appear in a nook carved high in the tree across from Click Clock Wood's entrance. If you leave the world as a bee, you'll be able to fly to the Jiggy.



Leave Click Clock Wood as a bee, then bumble your way to the top of the tree across from the wood's entrance.



INSIDE THE  
SQUIRREL'S  
HOUSE

BANJO-KAZOOIE

117

# 100 NOTES



## A NOTABLE SEASON



You'll find most of the notes in autumn, where they're as common as dead leaves. Unlike the other seasons which contain 16 notes apiece, fall contains 48.



# CLICK CLOCK WOOD



## UP ON THE ROOFTOP



Fly to the notes on top of the tree-house in the winter. Avoid touching the roof or you'll ground yourself.



**BANJO-KAZOIE**

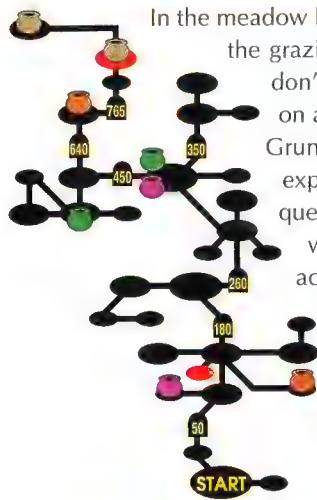
TO ENTER: 765

# GRUNTY'S FURNACE FUN

Once you've finished Click Clock Wood, you'll be ready to put your knowledge of the nine worlds to the test in "Grunty's Furnace Fun." Hosted by the hostess with the grossest, Gruntilda's game show will put you in jeopardy if you're not smarter than the average bear.

## BANJO AND KAZOOIE, COME ON DOWN!

In the meadow leading to the entrance of Click Clock Wood grows a tree that shades the grazing bull. Hop up that tree's leaves to reach the 765-Note Door, but don't enter it unless you have explored all nine worlds and taken notes on all the dirt Brentilda has dished out about her sister. Beyond the door Gruntilda will test you with physical challenges and trivia about your experience through her supernatural lands. Incorrectly answering her questions will cost one Honeycomb Energy, and losing some challenges will even result in a plunge into the lava. As you journey step by step across the game board to her main stage, you'll have to overcome whichever of the seven quiz categories you happen to land on.



## THE SEVEN DEADLY CATEGORIES



### BANJO-KAZOOIE QUIZ

Like all of her question categories, the BK Quiz will be a multiple choice test, with three answers to choose from. In this case, the questions will be about geography, characters, or any other specifics regarding Gruntilda's Lair or any of the game's nine worlds.



### AUDIO CHALLENGE

Prick up your ears, because Grunty's Audio Challenge will require you to identify character voices, area theme songs and other noises. Before the ten-second time limit expires, highlight your answer using the Control Stick, then press the A Button.



### GRUNTY QUIZ

If you've paid attention to Brentilda's clues, especially her words that quiver when they appear on screen, you'll know the answers to Grunty's personal questions. Keep the clues straight, because Brentilda will reveal different info on different game file outings, and all possible answers will appear as choices.



### VISUAL CHALLENGE

In this category, you'll get that feeling of déjà vu when Gruntilda shows you a picture of a place you've been before. The visual clue will usually be a close-up shot, so use those eagle, or Breegull, eyes of yours to identify the snapshot.





## SKULL QUIZ

If your path across the game board takes you to the Skull Quiz, you'll be betting your life. The Skull Quiz can be a question or challenge in any category. If you're unsuccessful in answering or completing your test, you'll be knocked into the lava and will have to restart the quiz from square one.



## PHYSICAL CHALLENGE

In the Physical Challenge, you'll revisit one of the Jiggy battles you've previously fought, such as solving the mummy's puzzle, exterminating the Zubba swarm, or outeating Mr. Vile. Time constraints will be tighter, and some games will have a twist, such as spelling "Banjo Kazooie" backwards in the sand castle.



## JOKER QUIZ

The Joker Quiz is a gamble well worth taking. While an incorrect answer will cost you some energy, the correct response will win you two Joker Cards, each of which allows you one chance to skip over a game square. Press the B Button to cash in your Joker Card, which is great to use on a Skull Quiz.

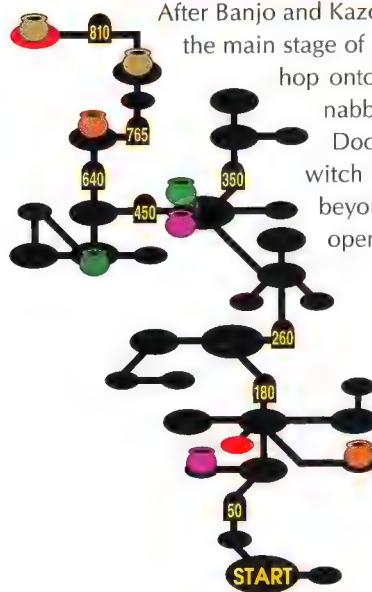


TO ENTER:  25  810

# BREWING UP TROUBLE

Once you've rescued Tooty by winning Grunty's Furnace Fun, the credits will roll and Mumbo will throw an outdoor feast for his friends. Like most of his spells, the cookout will turn out to be a half-baked idea since the witch is still on the loose. It's time to finish the job once and for all.

## ESCAPE TO WITCH MOUNTAIN



After Banjo and Kazooie decide to go after the witch, the pair will reappear on the main stage of Grunty's Furnace Fun. Plod up the stairs to the right, then hop onto the window sill across from the cauldron. After you've nabbed the Golden Banjo on the ledge, enter the 810-Note Door. On the other side, unlock the large door by filling in the witch puzzle with 25 of your Jiggys. More Note Doors lie beyond the threshold, and you'll need at least 882 notes to open them all.



## BLUE EGGS



By opening the 828-Note Door, you'll be able to collect an oversized egg that will fully replenish your supply of eggs. Your fight will be much easier if you have found Cheato the Spell Book (see page 126) and boosted your egg and feather capacities. If you have, the big egg will automatically give you 200 eggs.



## RED FEATHERS



With 846 Notes, you can open the door that conceals the giant Red Feather that will instantly ruffle Kazooie's wings with your maximum allowable number of flight-enabling feathers. They'll come in very handy for your battle, and if you happen to fail your mission, you can always reopen the door to restock your feathers.





## GOLD FEATHERS

You'll need plenty of protection against Gruntilda's magic in this showdown, so open the 864-Note Door to pluck the giant Gold Feather. Once you've claimed it, your Gold Feather supply will soar to its maximum of 10 or 20, depending on whether or not you've found Cheato in front of Rusty Bucket Bay.



## DOUBLE TROUBLE



If you have enough notes, open the 882-Note Door, then stand on the puzzle piece platform. By completing the picture with four of your Jiggys, your Honeycomb Energy Meter will turn red. From then on, your Honeycomb Energy will be twice as strong. In essence, one red Honeycomb Energy Piece will represent two pieces on your meter, so one hit will turn a red piece yellow, and a subsequent hit will completely deplete the piece of energy.

ENTRANCE



FROM GRUNTY'S  
FURNACE FUN



BANJO-KAZOOIE

123

# THE FINAL BATTLE THE WITCH HUNT



With your supplies fully stocked, jump into Dingpot the cauldron to jettison straight to the roof. Hovering above it will be a broom-riding Gruntilda who'll greet you with five waves of four-part attacks. She's a crafty witch, but these bear essentials will spell doom for the spellbinder.



## Phase 1

### SWEET ATTACK

Gruntilda will sweep down on her broom to charge you. After the second time she charges, her broom's power will sputter out. As she desperately tries to kick-start it, peck her on the back with the Rat-a-tat Rap. She'll then retaliate by shooting and charging twice before stopping. Once you've pecked her, she'll fire then charge three times before you'll have a chance to give her a poke. With that peck, she'll fire once again, then charge four more times. If you have a backpack full of eggs, fire them at the witch while she is stalled to score multiple hits.



## Phase 2

### FIRE FIGHT

After you've pecked Gruntilda for the fourth time, she'll fire a homing missile. As soon as you hear its high-pitched whirring sound, activate the Wonderwing. Gruntilda will then hover outside the perimeter of the castle roof to begin her barrage of fireballs. She'll fire four in a row before pausing, so wait for her to stop, then come out from behind the battlement stone, hop on top of it, then fire your eggs.



The intervals between Gruntly's fireball barrages will shorten, so buy yourself some time by running out in the open to lure her fourth shot away from your station. As soon as she fires, hop onto the stone to egg her.

### Phase 3

## DOGFIGHT

Once Grunty's finished fireballing you, she'll spew out another homing missile, so shield yourself with the Wonderwing when you hear her projectile's telltale shrill sound. Scramble around the roof until Bottles summons a Flight Pad for you. Launch from it, then dogfight with Gruntilda in the hopes of Beak Bombing her four times. All the while, she'll be shooting fireballs at you. As long as you jettison into the Beak Bomb while Banjo's image is covering up a stationary Gruntilda on screen, you'll score a direct hit.



As Grunty flies in circles, follow her on the "inside track" to keep her targeted. When you Beak Bomb her, launch horizontally, rather than at a downward sloping angle. If you fire yourself downward, you could hit the castle and plunge to your demise.



### Phase 4

## JINJO MISSILES

A fourth hit of your Beak Bomb will have Grunty resorting to her powerful shield, and only the Jinjos can penetrate it. In return for constantly rescuing them, the Jinjos' missile silo statues will magically sprout on the roof. By firing three eggs into the statue's hole, you'll make the Jinjo statue come to life. Once you've fleshed out one, the Jinjo will home in on Gruntilda to attack her. Free all four Jinjos to complete this fourth phase of the battle.



Gruntilda will conjure up a shield, but it won't protect her from the Jinjos. As you try to free them, run in a zigzag pattern to avoid Grunty's fireballs.



### Phase 5

## THE JINJONATOR

After the four Jinjos have done their job, the mighty Jinjonator will emerge while Grunty ups her fireball assault. This larger statue's base will have an egg hole in each of its four sides, and it'll take more than one egg per hole to power the Jinjo. While using the Wonderwing, position yourself in front of a hole, then fire away until the opening closes.



By shooting eggs into the statue, you'll free the Jinjonator who'll jinjonomically jinjolate the jinjothetic Grunty. Jinjorrhific!

# TOP SECRET STUFF CHEATO'S SPELLS

In her efforts to make herself pretty, Gruntilda misplaced Cheato, her spellbook. Feeling discarded and forgotten, Cheato is out to even the score with his one-time owner. If you can find this hidden tome, he'll give you secret codes to double your carrying capacity for Red Feathers, Gold Feathers and blue eggs.

## YOU CAN'T CHEAT CHEATO

Cheato's spells are codes that double the capacity of some of the items you find in the game. After Cheato tells you a code, return to the Sand Castle in Treasure Trove Cove and spell out the word by using Kazooie's Beak Buster on the lettered floor tiles. These magical spells will work only after you've talked to Cheato and received the magic, so don't bother trying to cheat him by spelling out the words on the floor before you talk to him. While you can defeat Gruntilda in the final battle without Cheato's spells, these magical codes will tilt the odds in your favor.



## DOUBLE YOUR BLUE EGGS

The first time you find Cheato, he's at the end of an icy tunnel behind the entrance to Bubble Gloop Swamp. Use Kazooie's Rat-a-tat Rap on the ice blocking the path to clear the way, then return to Bubble Gloop Swamp and have Mumbo turn you into a gator. When you talk to Cheato, he'll give you a spell called "Blueeggs." Spell out the word on the Sand Castle floor to double your egg capacity.



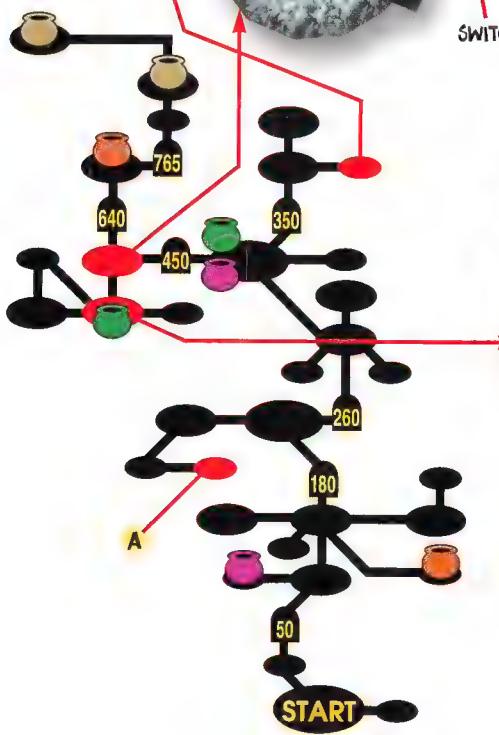
# GET TWICE THE FLIGHT!

As you explore the lava cavern outside the entrance to Mad Monster Mansion, you'll find a winding walkway above the molten rock. Return to Mumbo's hut next to the mansion and turn into a pumpkin. Return to the lava cavern and carefully hop along the narrow path to the platform on the other side. You'll find a pumpkin-sized tunnel next to Brentilda. Roll inside to find Cheato's "redfeathers" spell—a code that lets you carry 100 red feathers.



## STRIKE GOLD

You'll find Cheato one last time in the watery caverns connecting to Click Clock Wood. You'll have to raise the water level by hitting the switch inside the casket near the entrance to Mad Monster Mansion. When you return to the cavern, you'll find two other switches you can hit to raise the water level. After you Beak Bust both, a timer will appear. Swim down through the tunnel and into the next cavern. If you swim to the surface before time runs out, you'll be able to climb into a high cavern where you'll find Cheato and learn the "goldfeathers" spell.



# TOP SECRET STUFF THE BEST FOR LAST

Reader beware! The tips and hints we're disclosing here will take some of the challenge from the game. If you want to discover everything on your own, don't read another word!

## TOP TIPS & SLY STRATEGIES

If you look closely around the inside of Banjo's house, you'll uncover secret codes that will change Banjo's outlook on life. We're not going to spill the beans—we'll barely give you a hint: search the house through Banjo's eyes.

 If you've already played through the game and you don't want to read the same text over again, press the L, R and B Buttons at the same time to skip through the dialogue.

 Bottles will mention that you can make a sharp turn while flying by holding the R Button, but he doesn't tell that you can also use this same move while swimming.

 Go on a monster hunt when you first arrive in a world. This strategy makes the game easier, especially in the advanced stages like Freezezy Peak, Mad Monster Mansion, Rusty Bucket Bay and Click Clock Wood. Clearing out the enemies first makes it easy to collect the notes, Jinjos and Jiggys.

 If you're losing constantly to a tough foe, try using invincibility. You can use a full inventory of Gold Feathers to destroy Boss Boom Box in Rusty Bucket Bay, or to rout the Zubbas inside the beehive in Click Clock Wood. You can also use one or two feathers to dispatch the Mum-Mums in Gobi's Valley or the green, Tee-Hee goblins in Mad Monster Mansion.



Some enemies give you double Honeycomb Energy depending on how you defeat them. For example, If you use your Beak Buster on the crabs in Treasure Trove Cove, you'll earn two pieces of Honeycomb Energy instead of one. If you defeat the Flibbits in Bubble Gloop Swamp while transformed into a gator, you'll also get two pieces. Try different attacks on other enemies to uncover ways to earn double energy.



Don't collect Honeycomb Energy pieces if you already have a full life bar. Leave them on the ground so you can have them when you need a boost. The Honeycomb Energy pieces won't disappear unless you've left more than ten on the ground or you've exited the world where you earned them.



If Snacker the shark is on your tail, try swimming very close to a curved wall or corner. While it won't work every time, sometimes you'll lose him, which will give you a chance to explore unhindered underwater.



## BEYOND MUMBO'S MAGIC

In our hours and hours of pursuing Gruntilda and rescuing Tooty, we've discovered some slick tricks that get a big thumbs-up from Banjo and a squawk of approval from Kazooie. (They would get a thumbs-up from Chicken Legs if she had thumbs.)

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# BANJO-KAZOOIE™

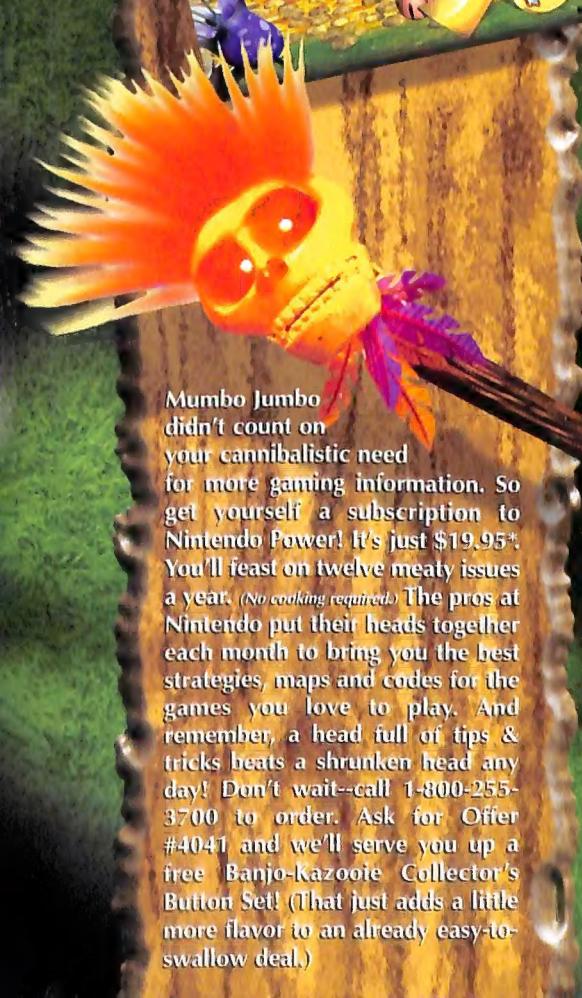
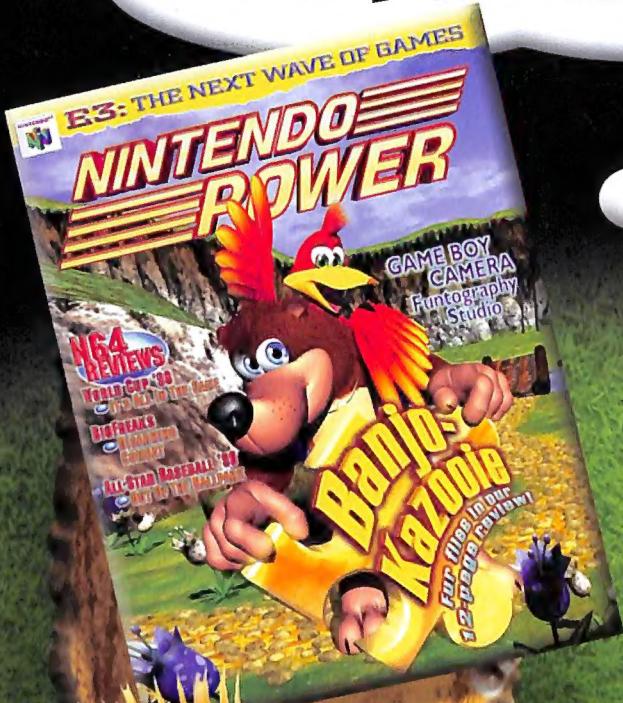
## IT'S GOING TO GET UGLY!

It's not easy being green—just ask Gruntilda the Witch, who will stop at nothing to steal other people's beauty just to give herself a magical makeover. Unfortunately for Grunty, Banjo and Kazooie will be there to try to put an end to her nefarious scheme. The game pros from *Nintendo Power* will be there, too, with in-depth strategies and detailed, computer-generated maps straight from the developers at Rare. Things are going to get ugly, but if you have the **Official Banjo-Kazooie Player's Guide** at your side, at least you won't have to wear a paper bag over your head.



# HUH? MORE HELP?

...HMM....  
ME BETTER GET  
NINTENDO POWER.



Mumbo Jumbo didn't count on your cannibalistic need for more gaming information. So get yourself a subscription to Nintendo Power! It's just \$19.95\*. You'll feast on twelve meaty issues a year. (No cooking required.) The pros at Nintendo put their heads together each month to bring you the best strategies, maps and codes for the games you love to play. And remember, a head full of tips & tricks beats a shrunken head any day! Don't wait--call 1-800-255-3700 to order. Ask for Offer #4041 and we'll serve you up a free Banjo-Kazooie Collector's Button Set! (That just adds a little more flavor to an already easy-to-swallow deal.)



Button diameter is 1.75 inches.

\*Canadian residents pay \$27.95.  
Offer good while supplies last. Prices are subject to change.

OFFER #4041

# DON'T JUST GRIN AND BEAR IT

When you're up to your eyeballs in trouble, grab the *Banjo-Kazooie Player's Guide* and take a bite out of the expert strategies from the pros at *Nintendo Power*. Feast your eyes on the incredible 3-D maps and learn what's around every corner in Gruntilda's Lair. Why just wing it when you can have the pros at *Nintendo Power* on your side!

 **3-D MAPS** of all nine worlds from the development team at Rare!

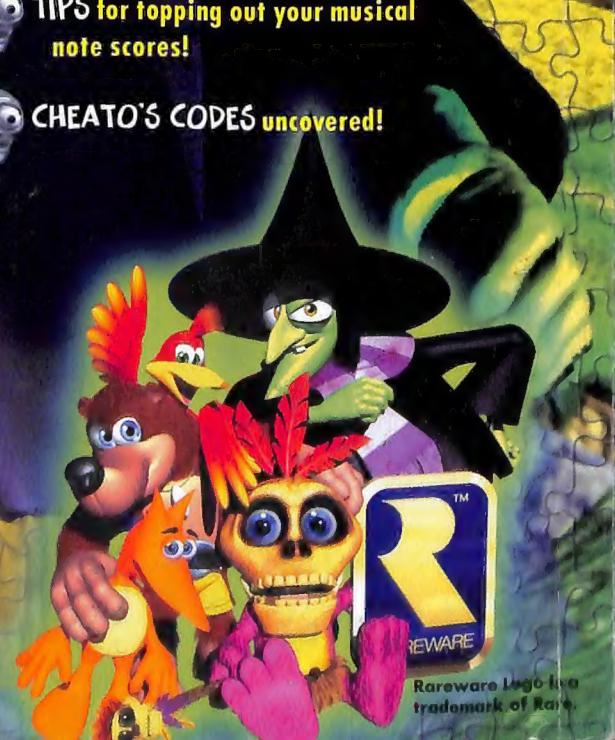
 **SECRETS** to solving every puzzle and collecting every Jiggy!

 **TIPS** for topping out your musical note scores!

 **CHEATO'S CODES** **uncovered!**



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